



IMMI – First Steps into the World of Noise  
Mapping

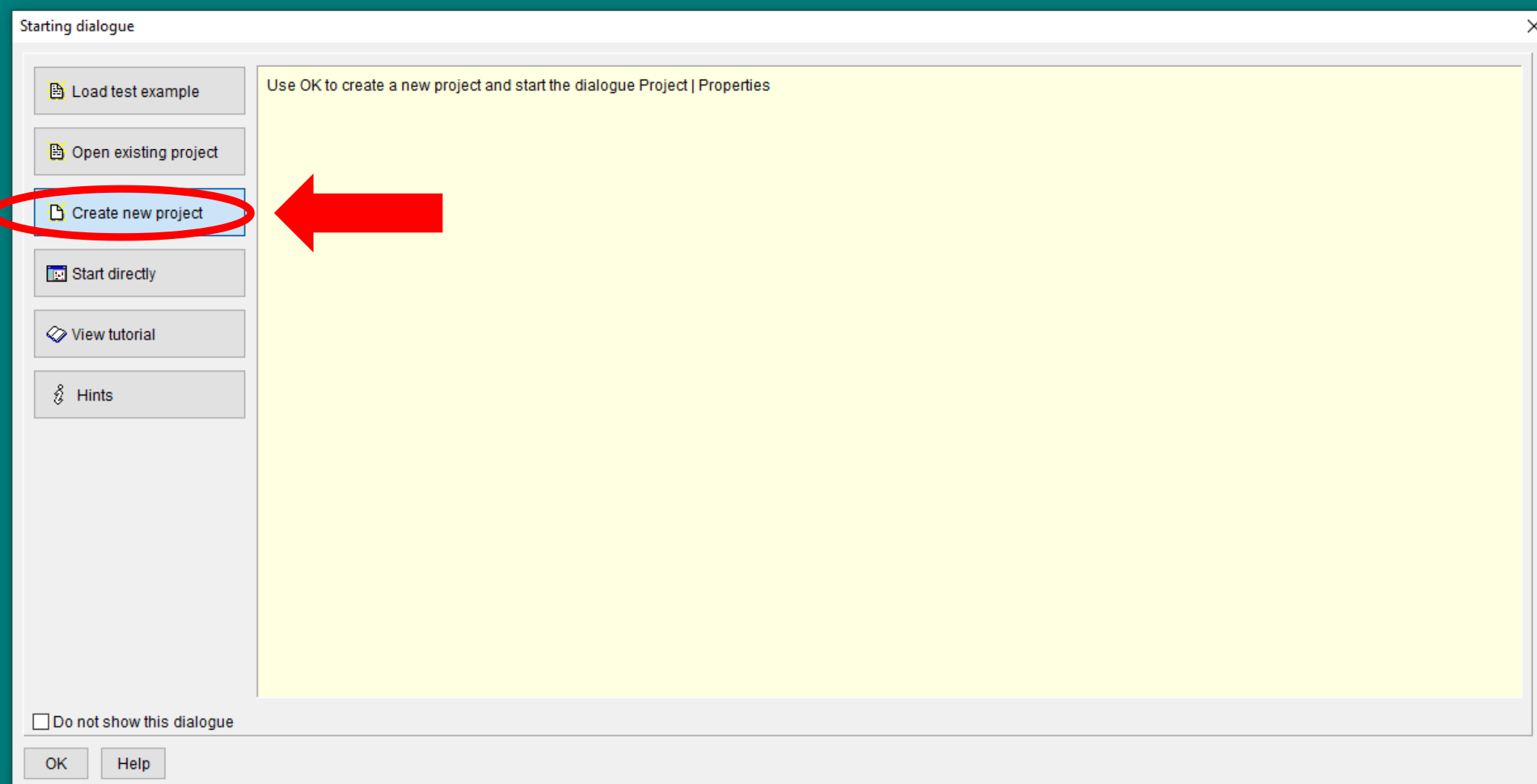






The aim of this tutorial is to provide you with an introduction to the practical applications of IMMI through examples.





Start IMMI, choose **Create new project**.





Starting dialogue

Use OK to create a new project and start the dialogue Project | Properties

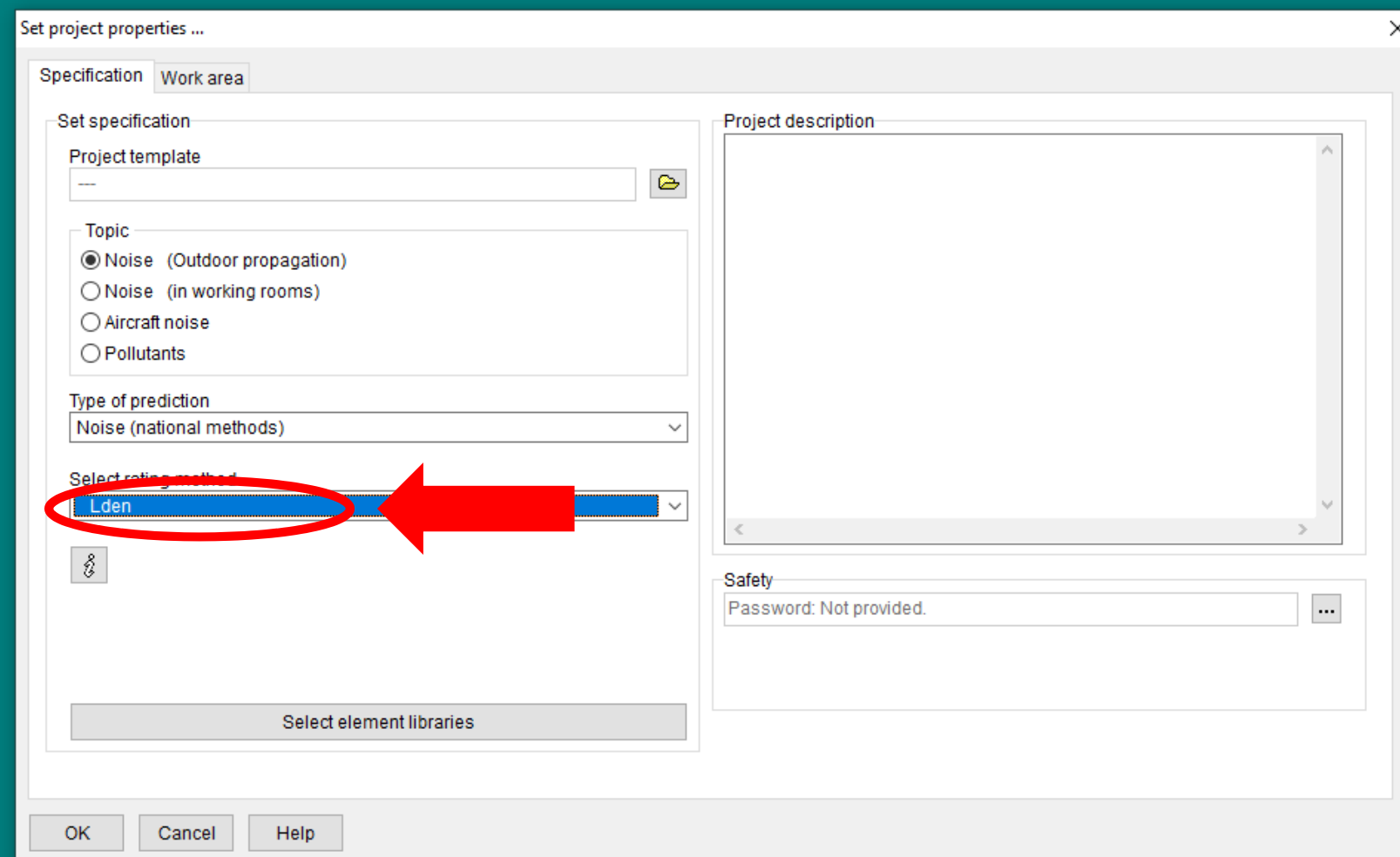
- Load test example
- Open existing project
- Create new project
- Start directly
- View tutorial
- Hints

Do not show this dialogue

OK

Confirm with OK.





In the dialog box **Set project properties ...** leave the default setting **Noise (Outdoor propagation)** and choose **Lden** as the rating method.





Set project properties ...

Specification Work area

Set specification

Project template  
---

Topic

Noise (Outdoor propagation)  
 Noise (in working rooms)  
 Aircraft noise  
 Pollutants

Type of prediction  
Noise (national methods)

Select rating method  
Lden

Select element libraries

Project description

Safety  
Password: Not provided.

OK

Confirm with OK.

Map [Variant 0]

0 100 200 300 400 500 600 700 800 900 1000 x / m

y / m

900

800

700

600

500

400

300

200

0

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

First, it is important to save the project. Please click the respective icon.

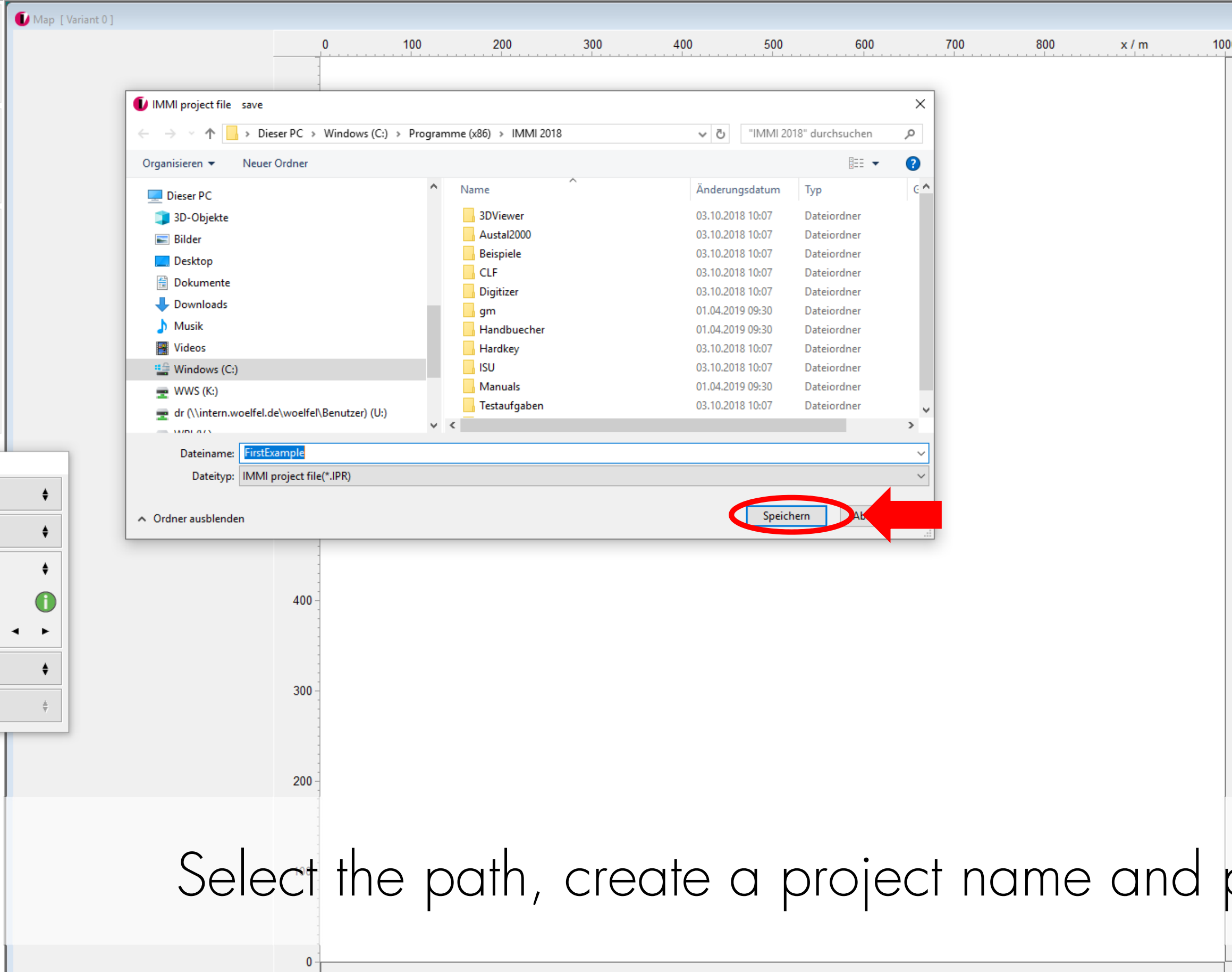




Map [Variant 0]

Construct and edit

BNPM



Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

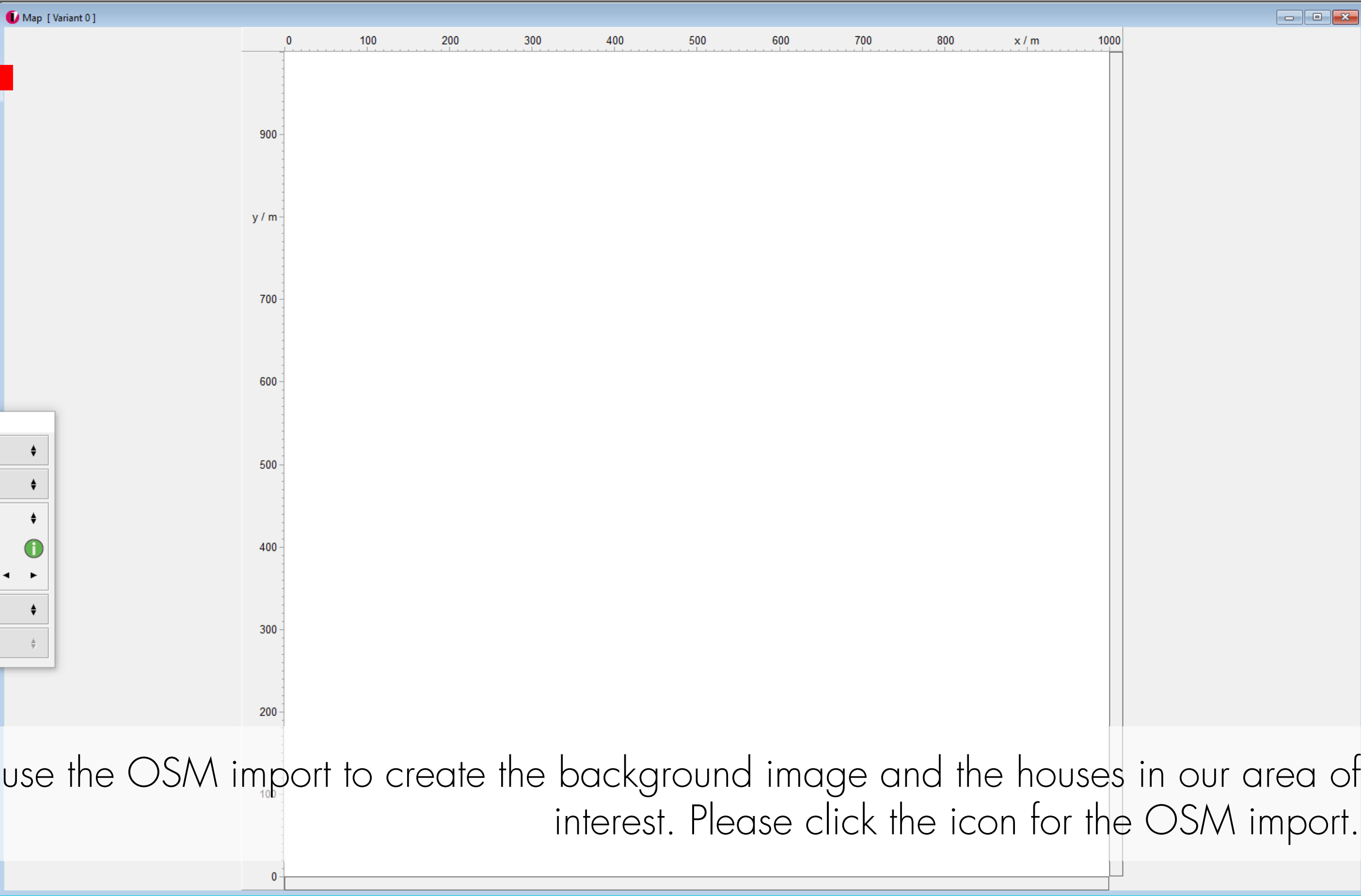
Select the path, create a project name and press **Save**.



Map [ Variant 0 ]

Construct and edit

BNPM



Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

We will use the OSM import to create the background image and the houses in our area of interest. Please click the icon for the OSM import.

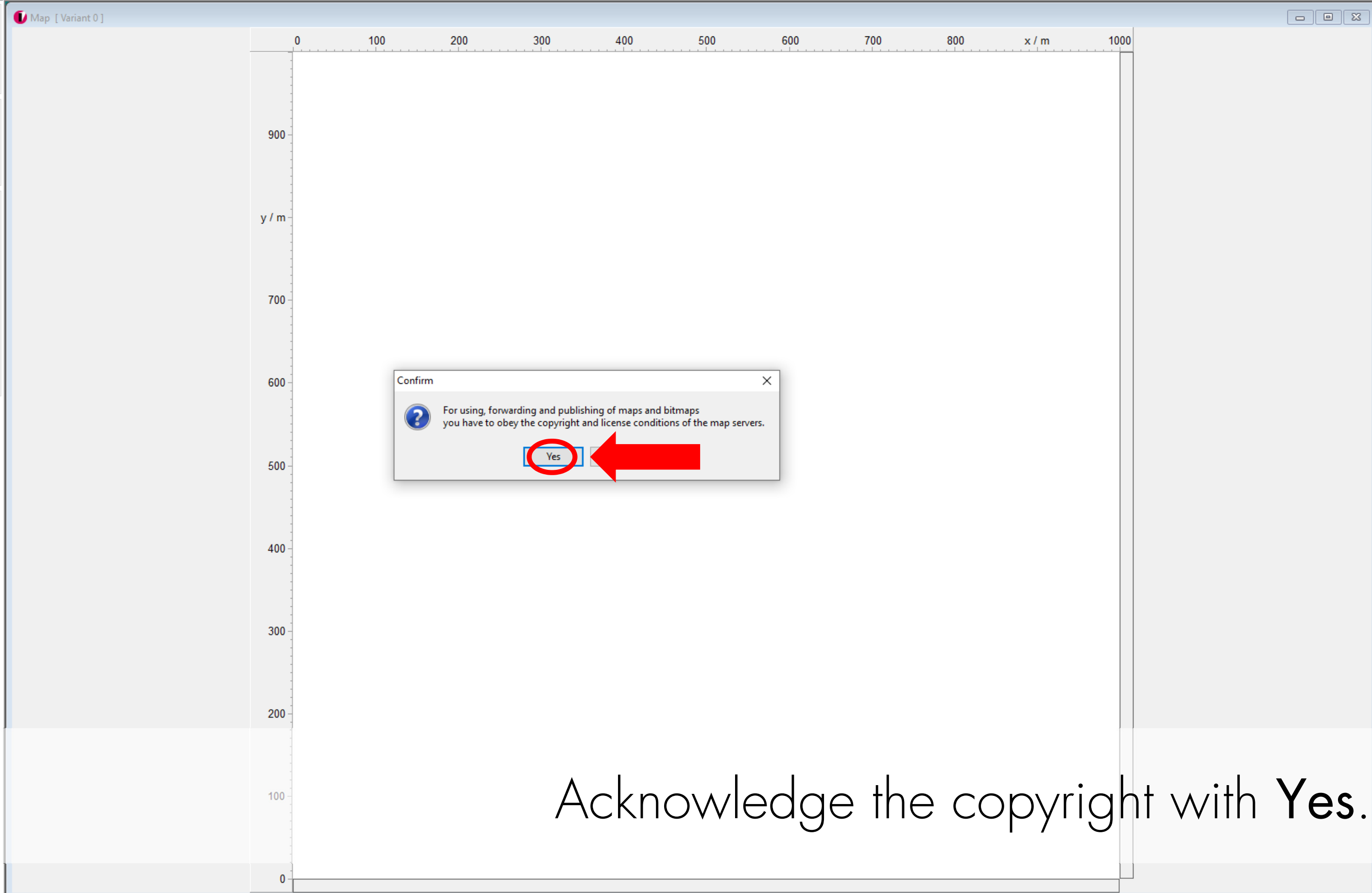




Map [Variant 0]

Construct and edit

BNPM



Confirm

For using, forwarding and publishing of maps and bitmaps you have to obey the copyright and license conditions of the map servers.

Acknowledge the copyright with **Yes**.



Search

Map center: 30.928034 54.729495 Mouse position: -50.019231 75.154206  UTM

Map borders: West East South North Map zoom  
-53.446966 115.30303 13.974247 75.266386 4

OpenStreetMap

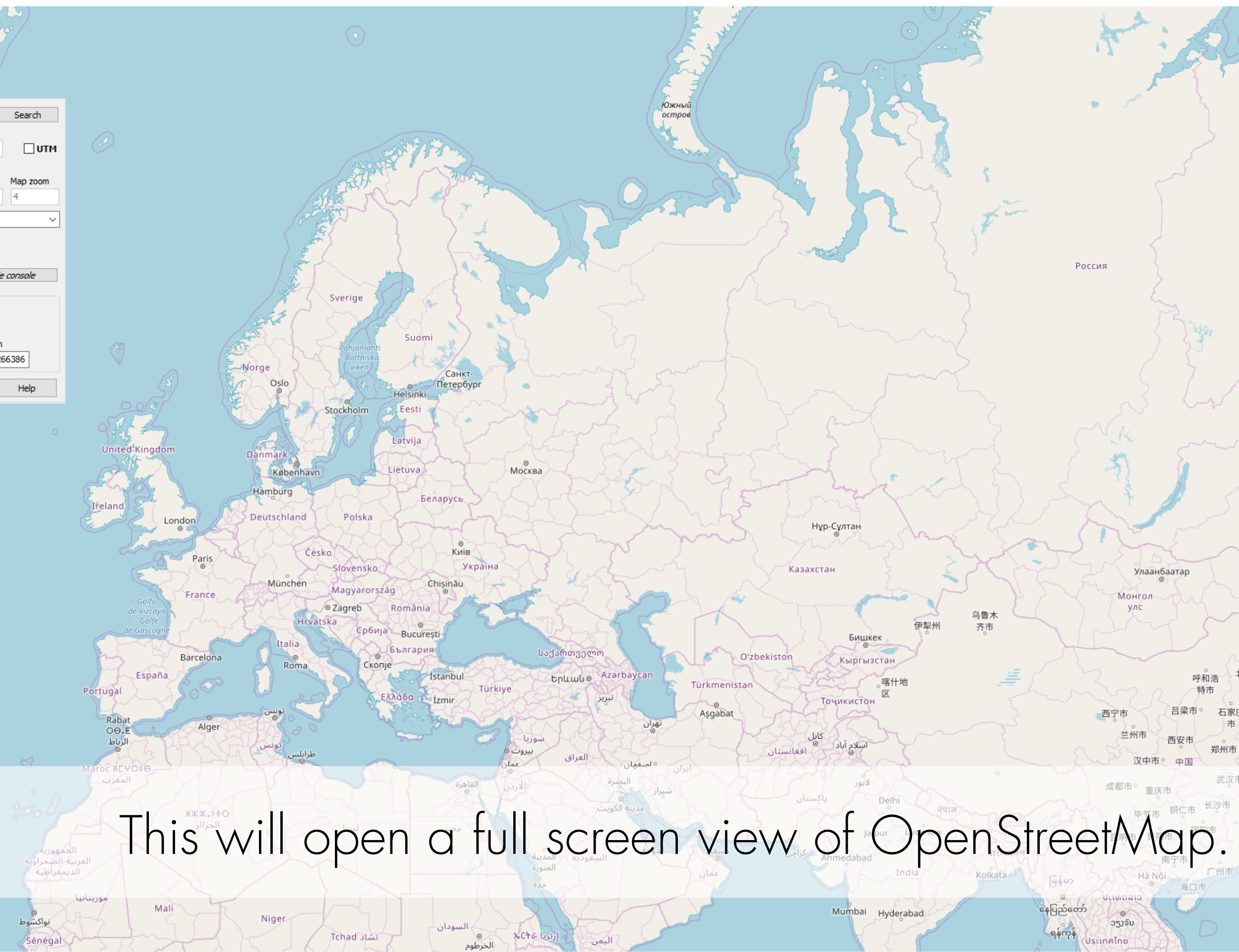
Import background bitmap  Import SRTM elevation raster Hide console

Vector maps

Select area

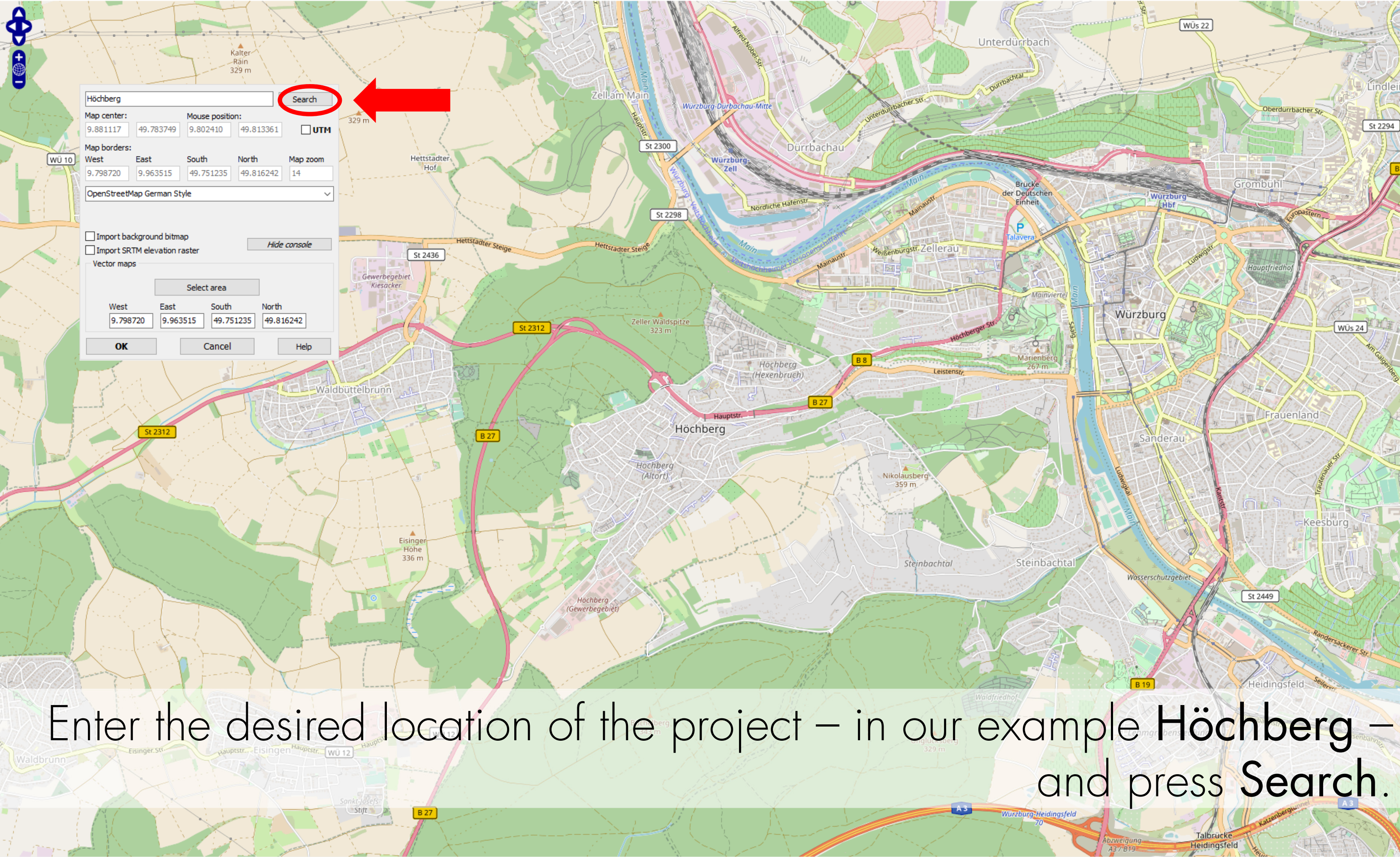
West East South North  
-53.446966 115.30303 13.974247 75.266386

**OK** Cancel Help



This will open a full screen view of OpenStreetMap.





Enter the desired location of the project – in our example **Höchberg** – and press **Search**.





Höchberg Search

Map center: 9.871058 49.770738 Mouse position: 9.866063 49.772739  UTM

Map borders: West 9.865908 East 9.876208 South 49.768706 North 49.772770 Map zoom 18

OpenStreetMap German Style

Import background bitmap  Import SRTM elevation raster Hide console

Vector maps

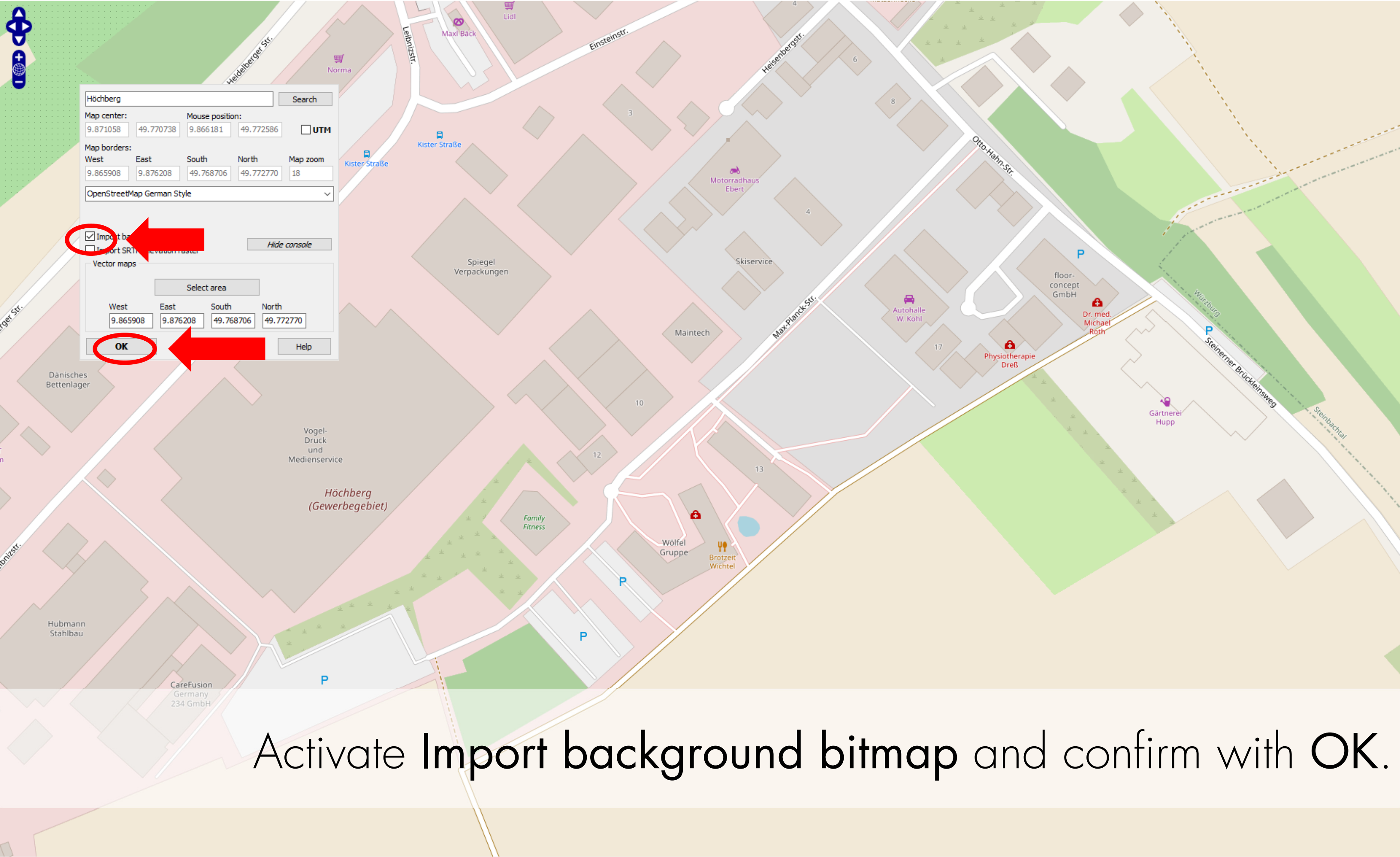
Select area

West 9.865908 East 9.876208 South 49.768706 North 49.772770

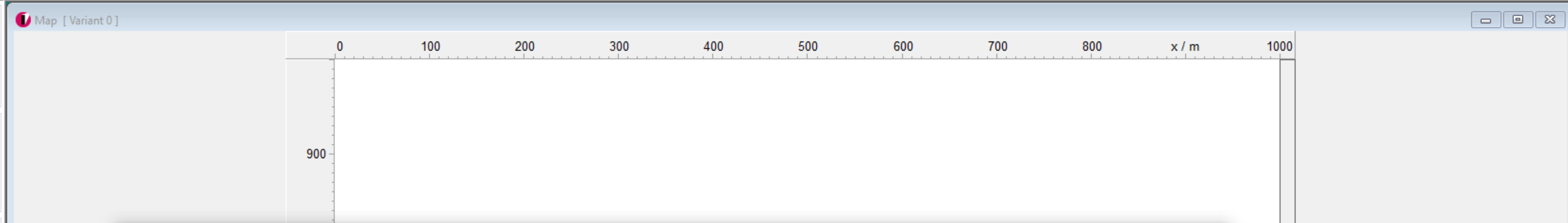
OK Cancel Help

Use the mouse to navigate to the industrial area southwest of Höchberg and zoom in to obtain a reasonable work area.





Activate **Import background bitmap** and confirm with **OK**.



Import OSM file

import

Step 1: Search card features / Import presets

	Type of element	Replacement value for building height [m]
<input checked="" type="checkbox"/> buildings		10,00
<input type="checkbox"/> streets	StCN - road /CNOSSOS-EU - 142	
<input type="checkbox"/> rail	SCHv - Railway /CRN (GB)	
<input type="checkbox"/> land use	HLIN - Help line	
<input type="checkbox"/> land cover	DBod - Ground effect	

all remaining map features as optical elements

Subordinate main map features (houses, streets, rails) as optical elements

Search map features in file

Step 2: Final selection and import

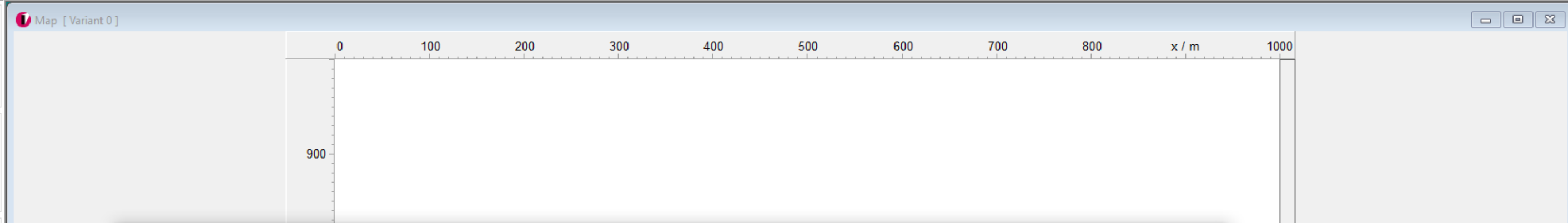
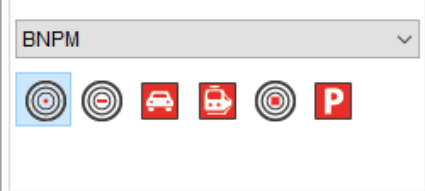
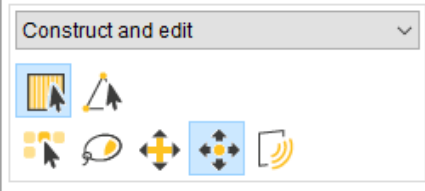
Import

OK Cancel Help Open setup Store setup

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

Activate the feature **buildings** and define a replacement value for the building height of 10 m.



Import OSM file

import

Step 1: Search card features / Import presets

	Type of element	Replacement value for building height [m]
<input checked="" type="checkbox"/> buildings		10,00
<input type="checkbox"/> streets	StCN - road /CNOSSOS-EU - 142	
<input type="checkbox"/> rail	SCHv - Railway /CRN (GB)	
<input type="checkbox"/> land use	HLIN - Help line	
<input type="checkbox"/> land cover	DBod - Ground effect	

all remaining map features as optical elements

Subordinate main map features (houses, streets, rails) as optical elements

**Search map features in file**

Step 2: Final selection and import

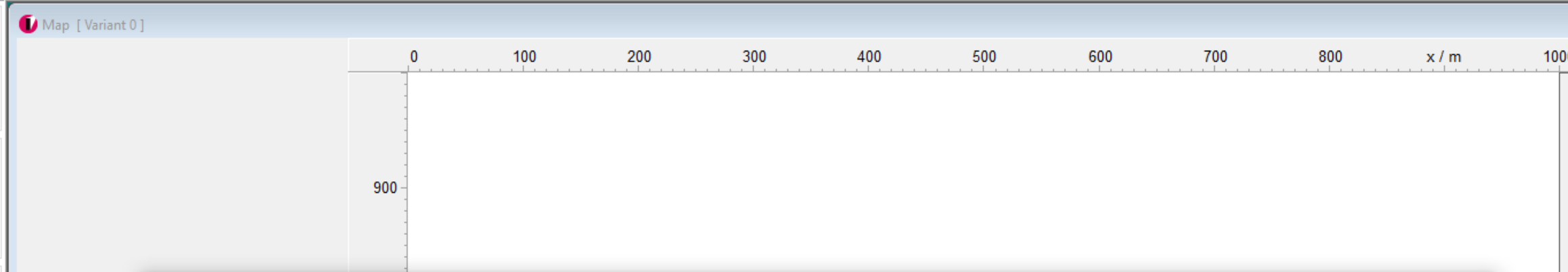
Import

OK Cancel Help Open setup Store setup

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

Click **Search map features in file** in order to scan the downloaded OSM-file for buildings.



Import OSM file

import detailed settings

Step 1: Search card features / Import presets

	Type of element	Replacement value for building height [m]
<input checked="" type="checkbox"/> buildings		10,00
<input type="checkbox"/> streets	StCN - road /CNOSSOS-EU - 142	
<input type="checkbox"/> rail	SCHv - Railway /CRN (GB)	
<input type="checkbox"/> land use	HLIN - Help line	
<input type="checkbox"/> land cover	DBod - Ground effect	

all remaining map features as optical elements

Subordinate main map features (houses, streets, rails) as optical elements

Search map features in file

Step 2: Final selection and import

Number of found map features:

Houses:	74	Streets:	0	Rails:	0
Land use:	0	Land cover:	0	Optical elements:	0

Hint: For individual adjustments see page "Detail Settings"

Import

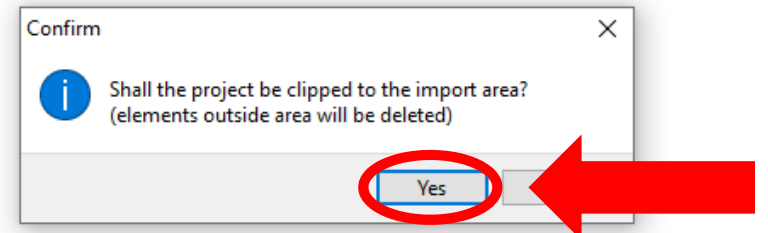
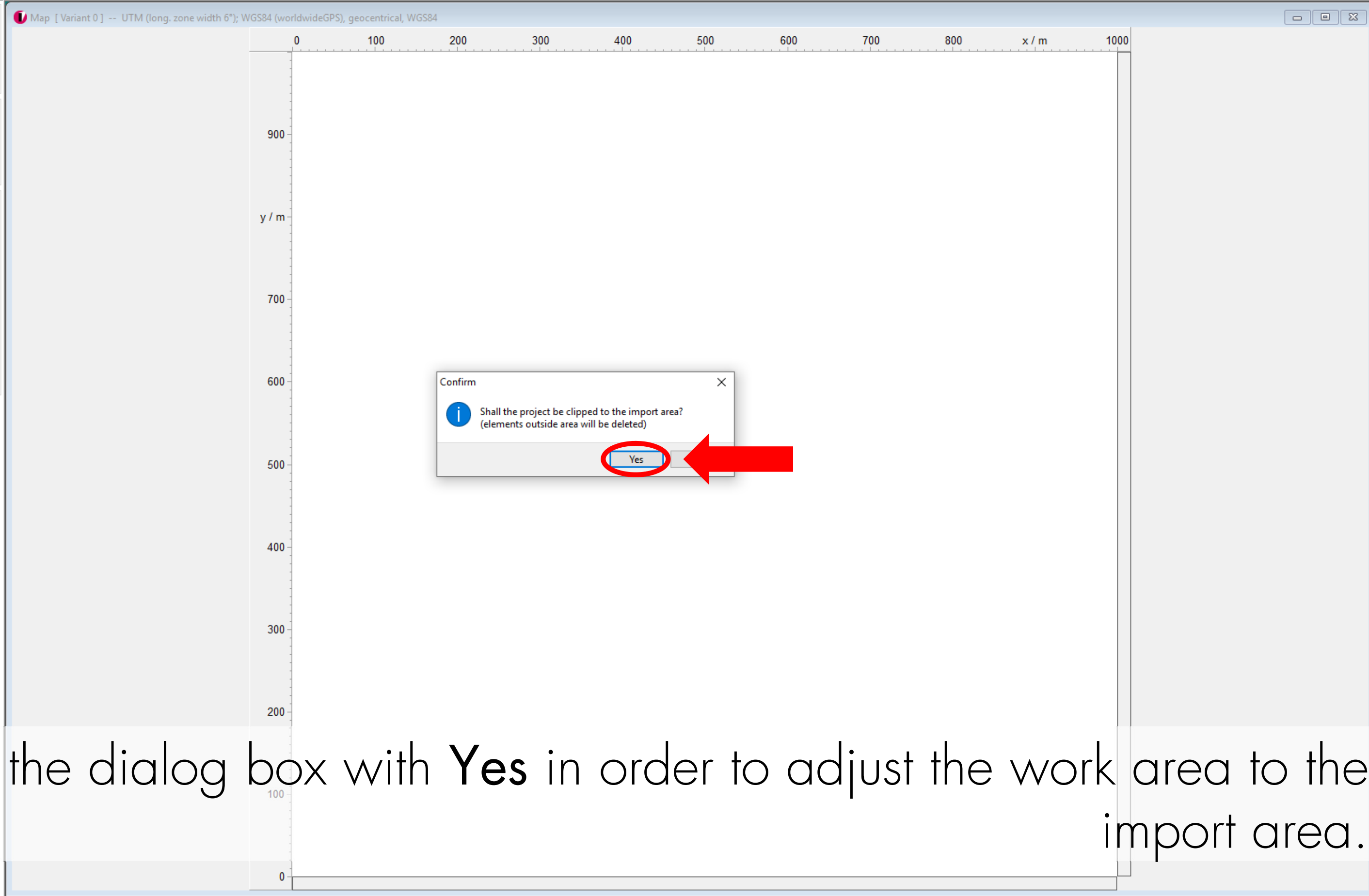
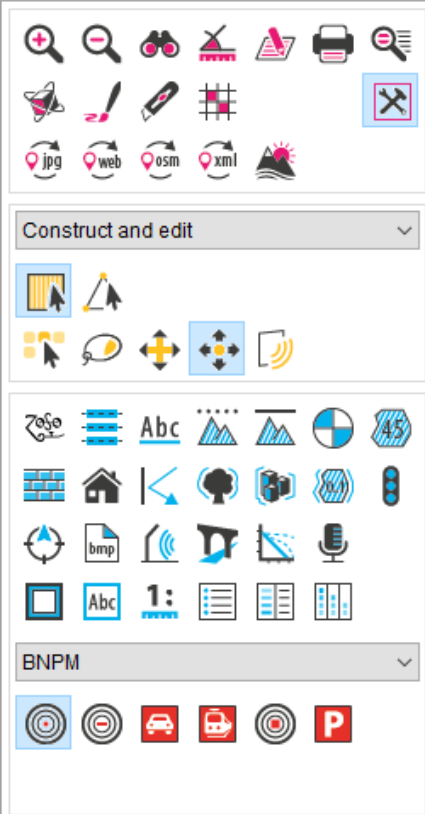
OK Cancel Help Open setup Store setup

Tool box

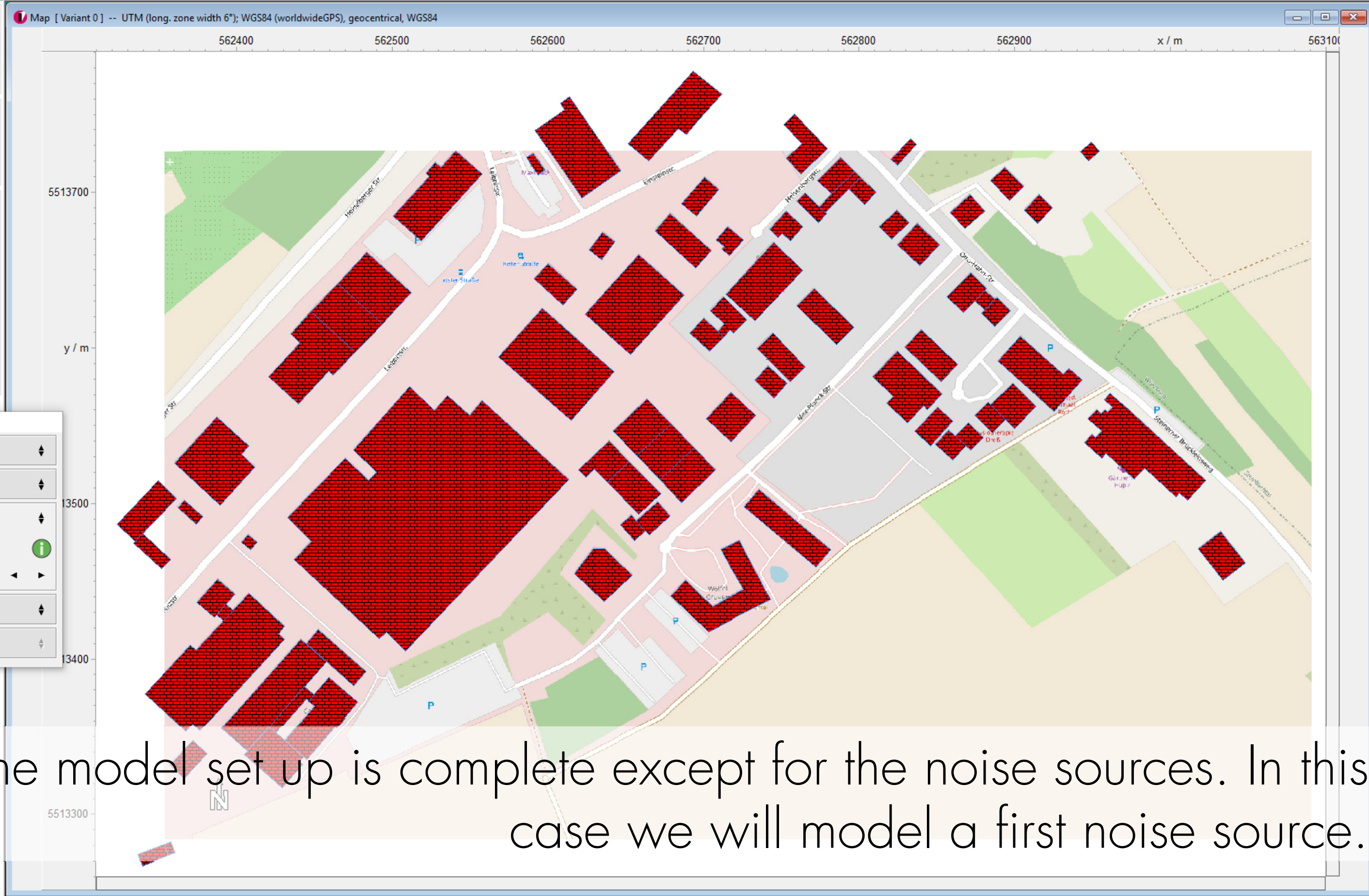
- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

A summary of the detected elements is displayed. Press **Import** and confirm with **OK**.

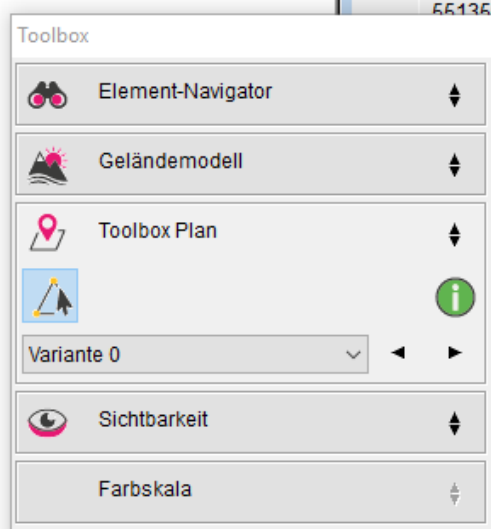
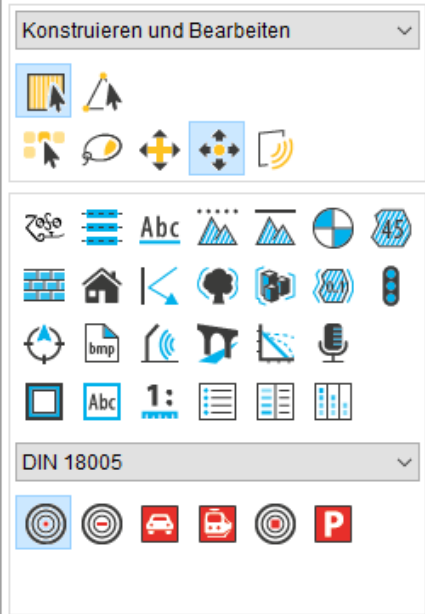




Confirm the dialog box with **Yes** in order to adjust the work area to the import area.



Now the model set up is complete except for the noise sources. In this case we will model a first noise source.

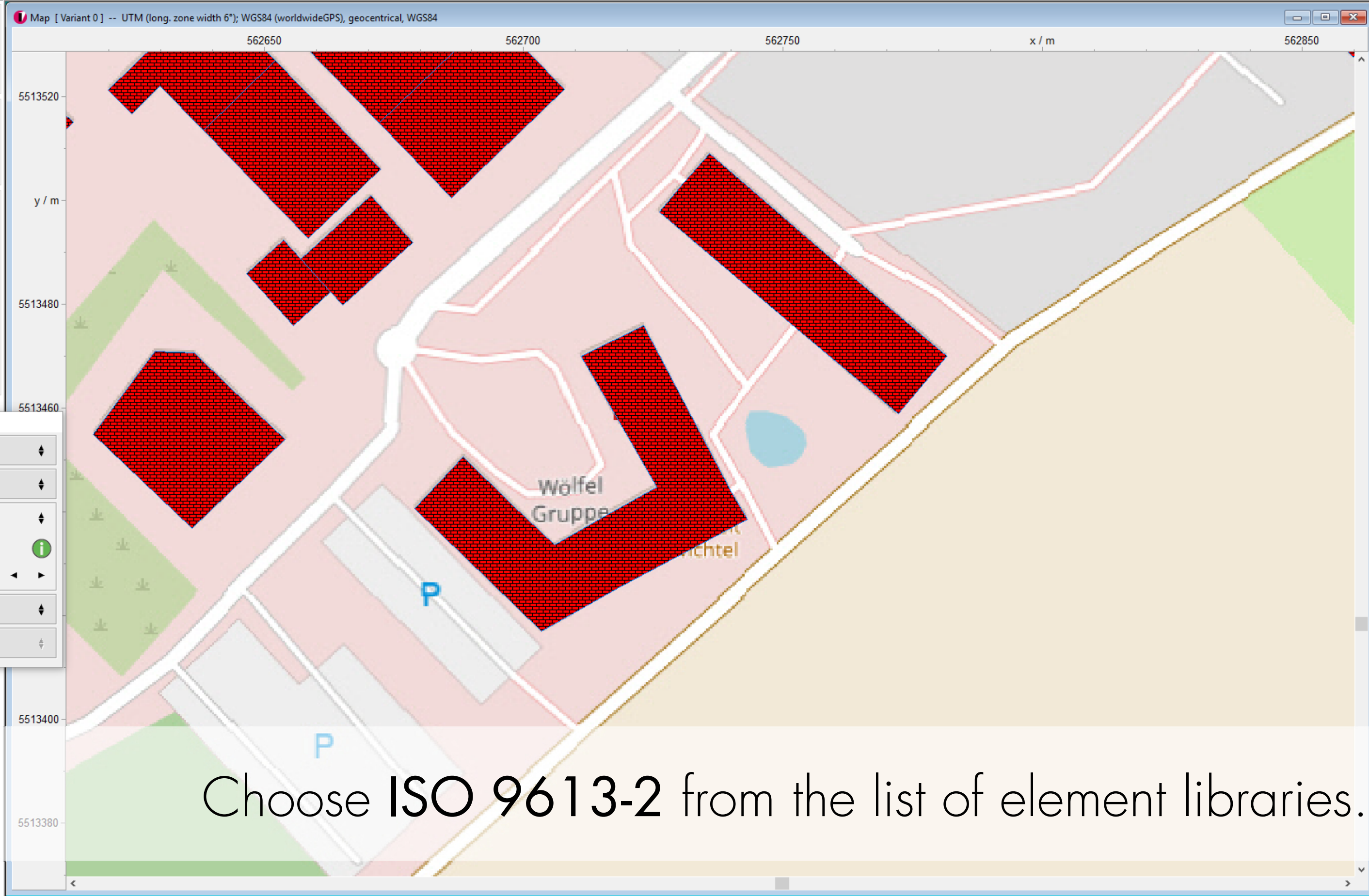


Use the mouse to navigate to the desired area.



Construct and edit

ISO 9613-2



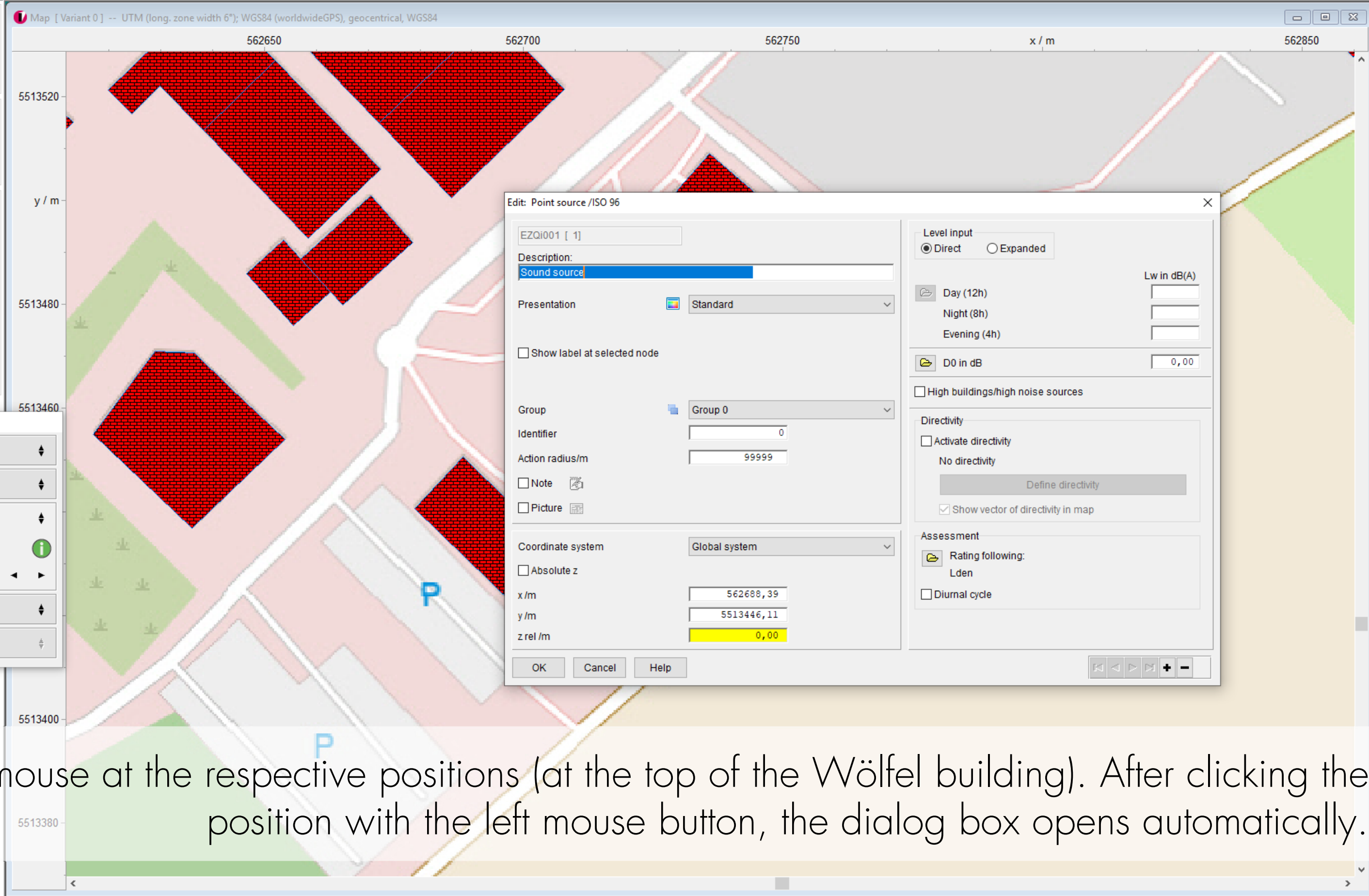
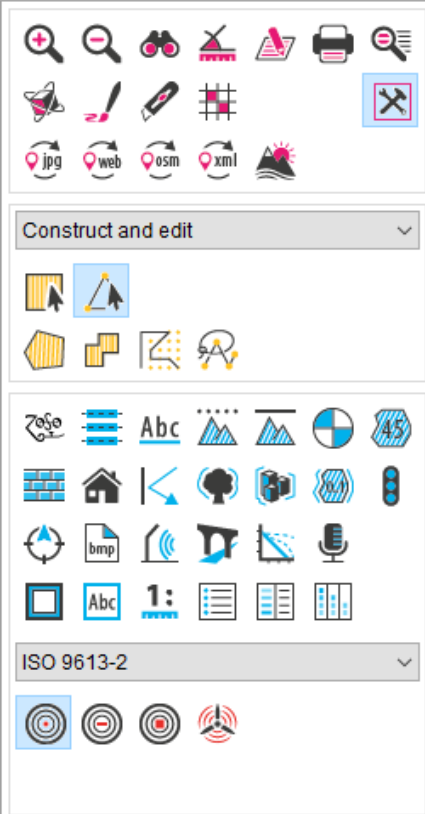
Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

Choose ISO 9613-2 from the list of element libraries.







Dialog box: Edit: Point source /ISO 96

EZQi001 [ 1 ]

Description: Sound source

Presentation: Standard

Show label at selected node

Group: Group 0

Identifier: 0

Action radius/m: 99999

Note

Picture

Coordinate system: Global system

Absolute z

x /m: 562688,39

y /m: 5513446,11

z rel /m: 0,00

Level input:  Direct  Expanded

Day (12h): [ ] Lw in dB(A)

Night (8h): [ ]

Evening (4h): [ ]

D0 in dB: 0,00

High buildings/high noise sources

Directivity:  Activate directivity

No directivity

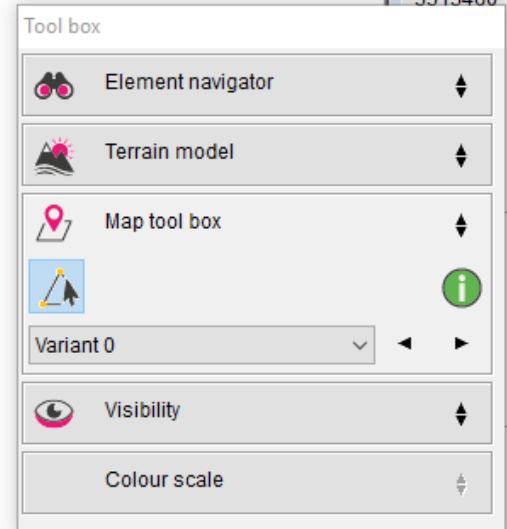
Define directivity

Show vector of directivity in map

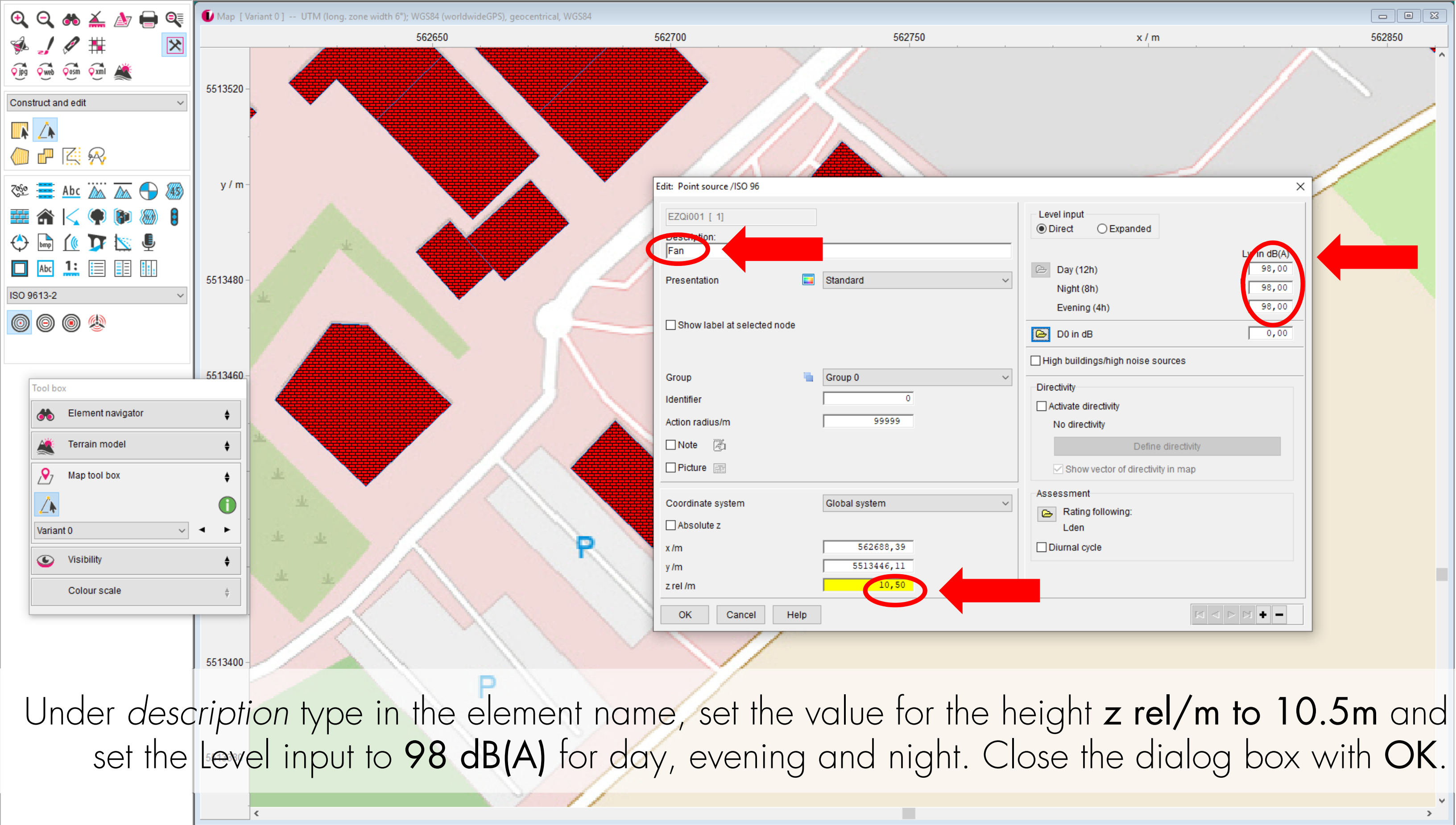
Assessment:  Rating following: Lden

Diurnal cycle

OK Cancel Help



Place the mouse at the respective positions (at the top of the Wölfel building). After clicking the position with the left mouse button, the dialog box opens automatically.

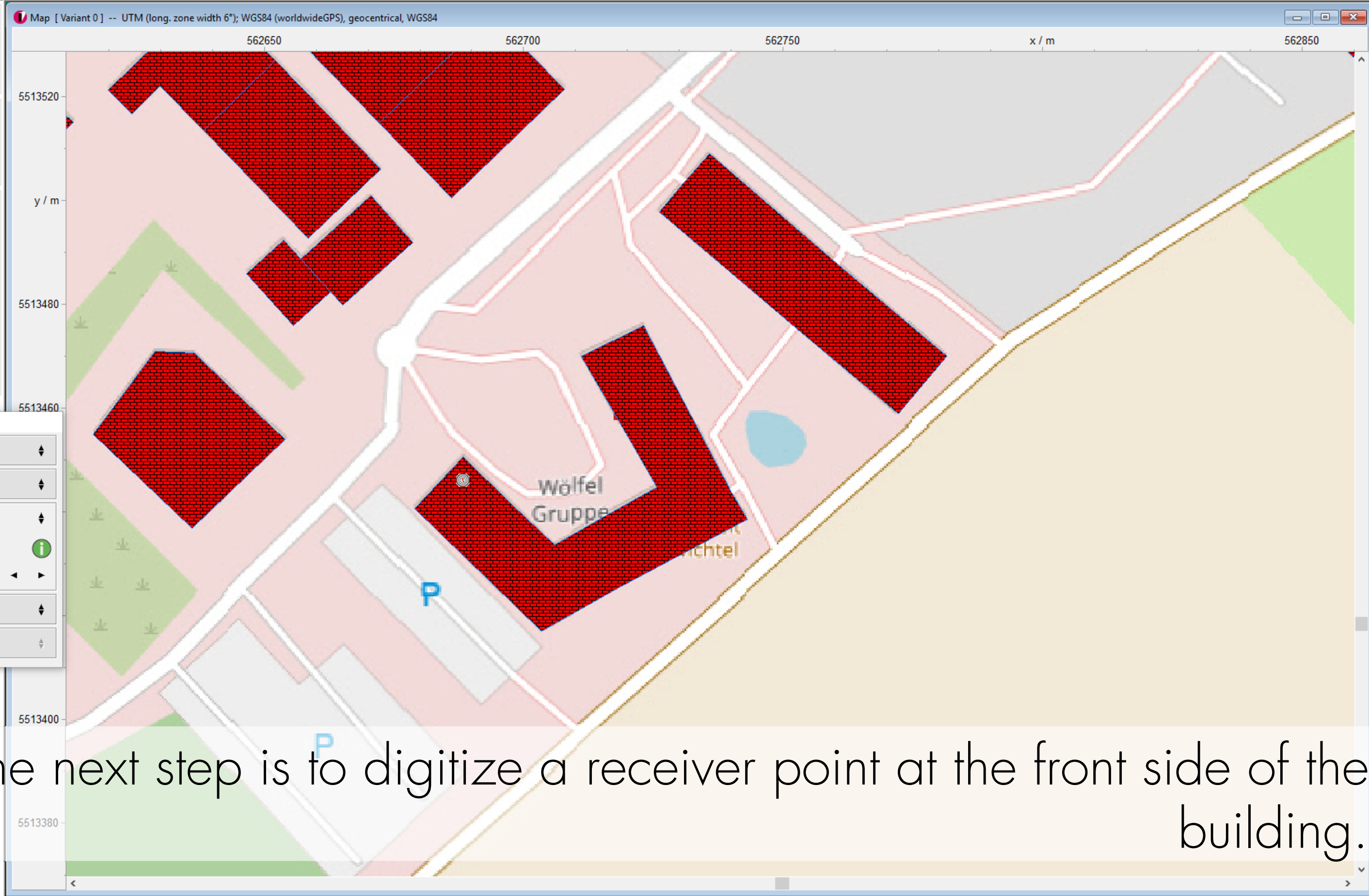


Under *description* type in the element name, set the value for the height **z rel/m** to **10.5m** and set the level input to **98 dB(A)** for day, evening and night. Close the dialog box with **OK**.



Construct and edit

ISO 9613-2



Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

The next step is to digitize a receiver point at the front side of the building.



Construct and edit



Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

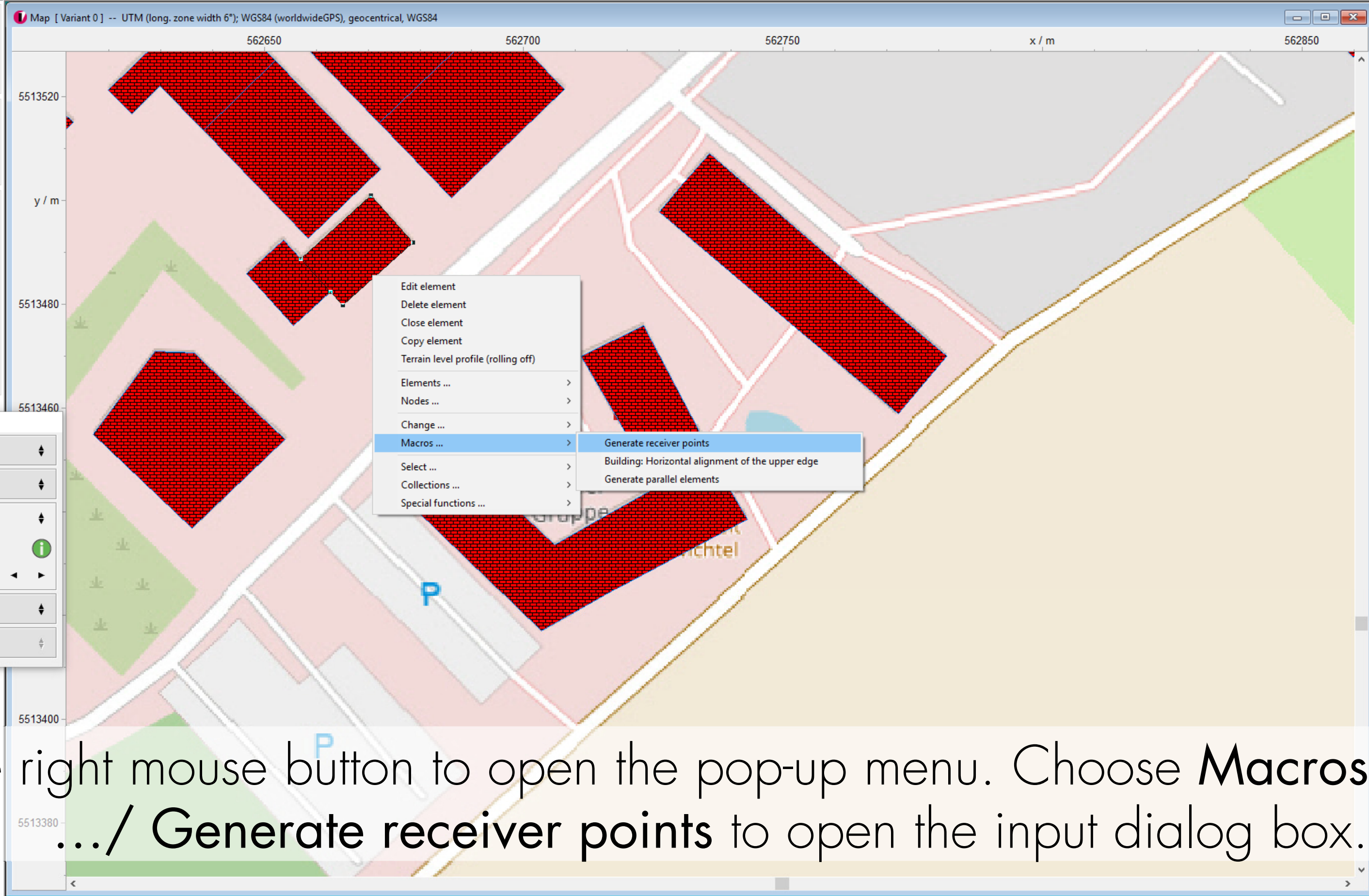
Switch to **Edit element** and mark the building in front of the Wölfel building by using the left mouse button, clicking at the edge of the area element.

Construct and edit

ISO 9613-2

Tool box

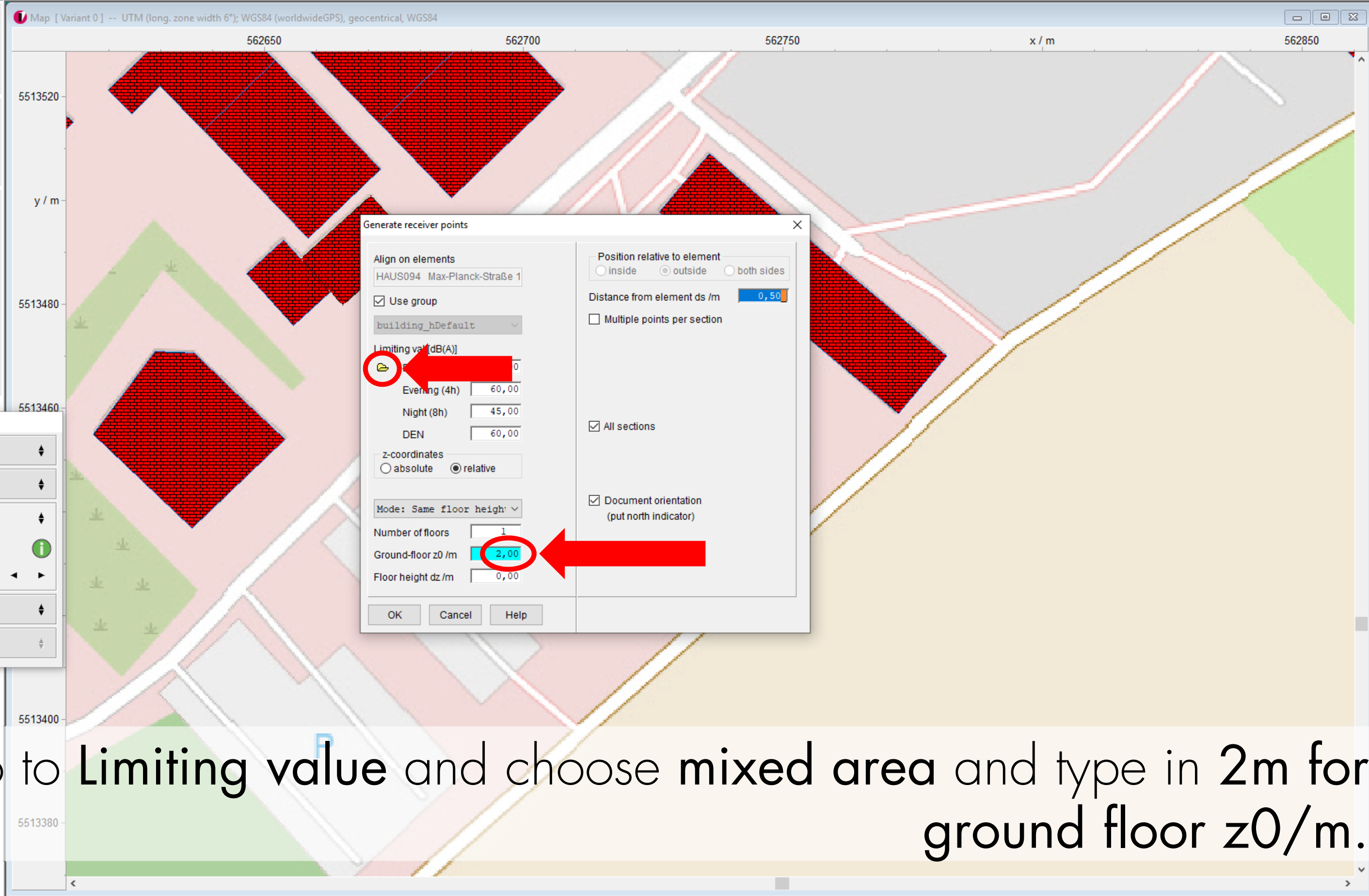
- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale



Use the right mouse button to open the pop-up menu. Choose **Macros .../ Generate receiver points** to open the input dialog box.



Construct and edit



Generate receiver points

Align on elements  
HAUS094 Max-Planck-Straße 1

Use group  
building\_hDefault

Limiting value [dB(A)]

mixed area

Evening (4h) 60,00  
Night (8h) 45,00  
DEN 60,00

z-coordinates  
 absolute  relative

Mode: Same floor height

Number of floors 1

Ground-floor z0 /m 2,00

Floor height dz /m 0,00

Position relative to element  
 inside  outside  both sides

Distance from element ds /m 0,50

Multiple points per section

All sections

Document orientation (put north indicator)

OK Cancel Help

Tool box

Element navigator

Terrain model

Map tool box

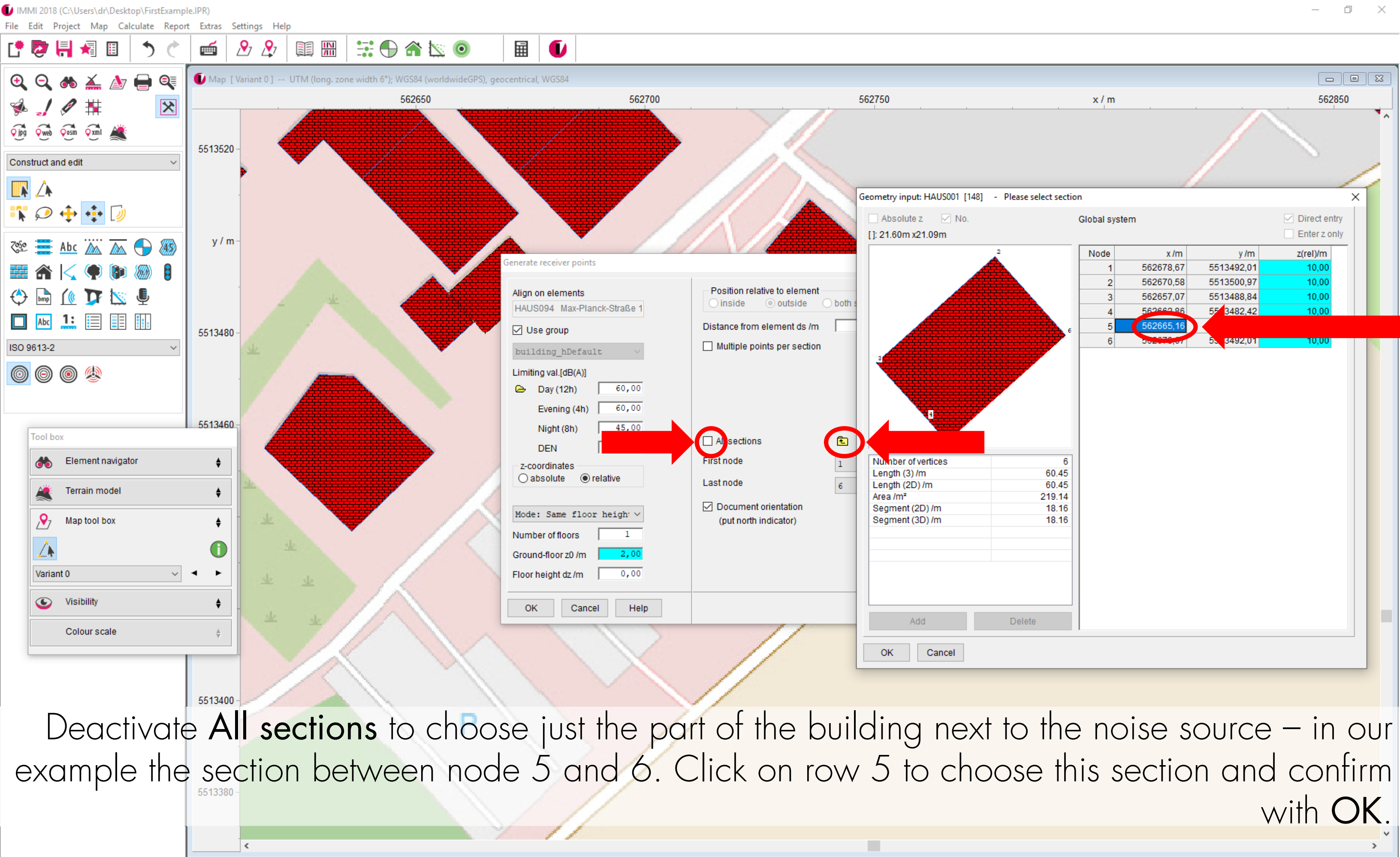
Variant 0

Visibility

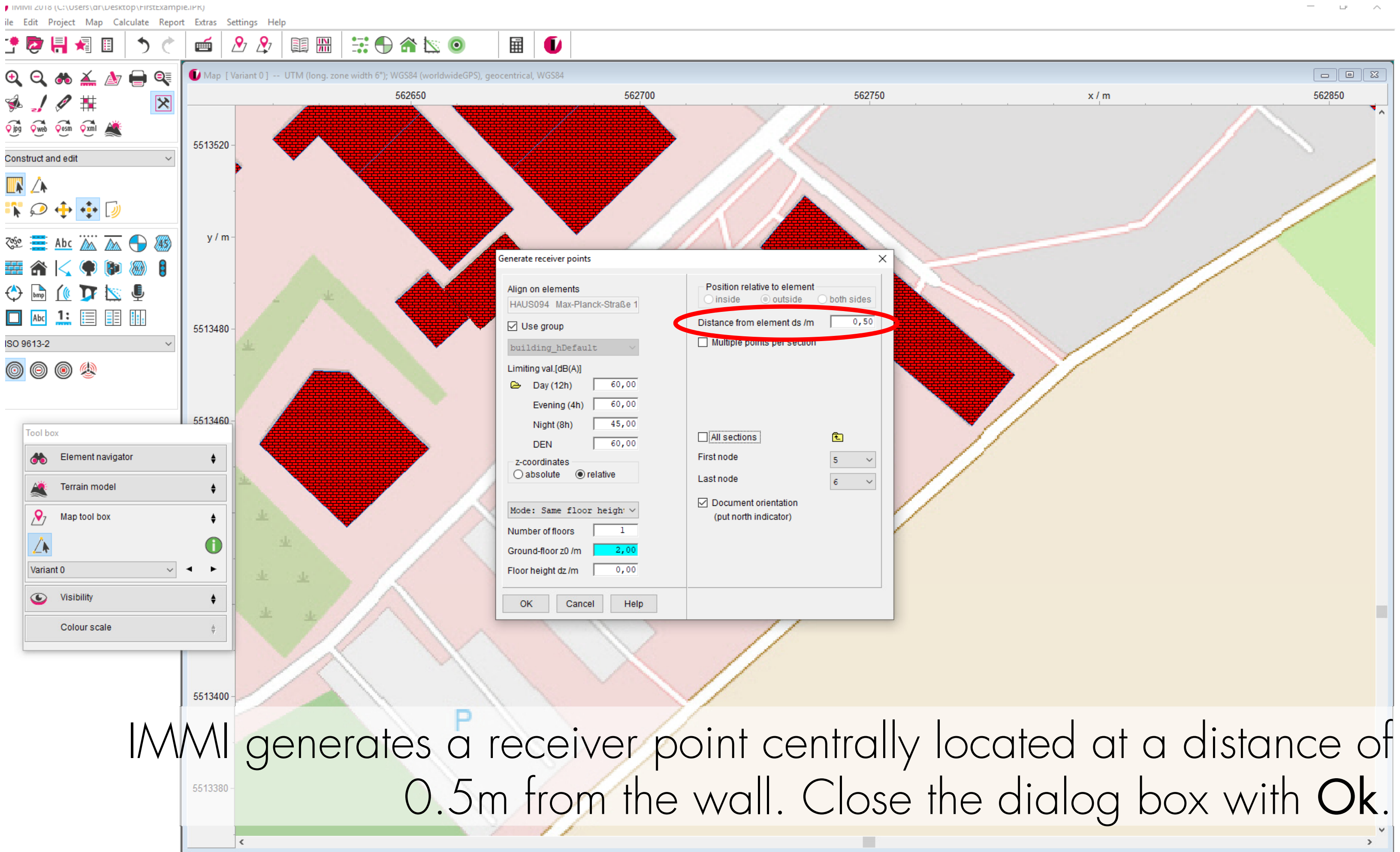
Colour scale

Go to Limiting value and choose mixed area and type in 2m for ground floor z0/m.





Deactivate **All sections** to choose just the part of the building next to the noise source – in our example the section between node 5 and 6. Click on row 5 to choose this section and confirm with **OK**.



Generate receiver points

Align on elements  
HAUS094 Max-Planck-Straße 1

Use group  
building\_hDefault

Limiting val. [dB(A)]  
Day (12h) 60,00  
Evening (4h) 60,00  
Night (8h) 45,00  
DEN 60,00

z-coordinates  
 absolute  relative

Mode: Same floor height

Number of floors 1  
Ground-floor z0 /m 2,00  
Floor height dz /m 0,00

Position relative to element  
 inside  outside  both sides  
Distance from element ds /m 0,50

Multiple points per section

All sections

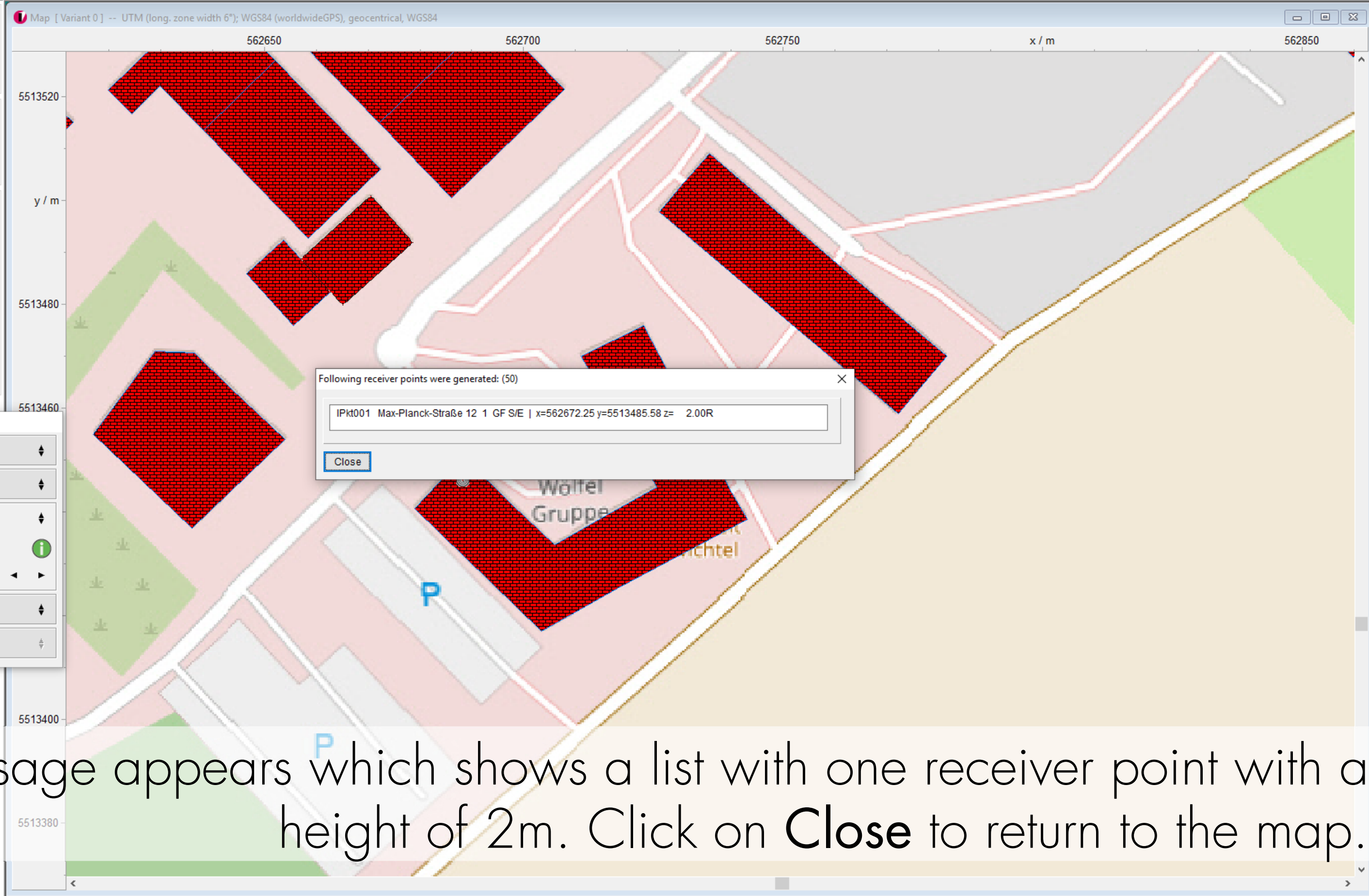
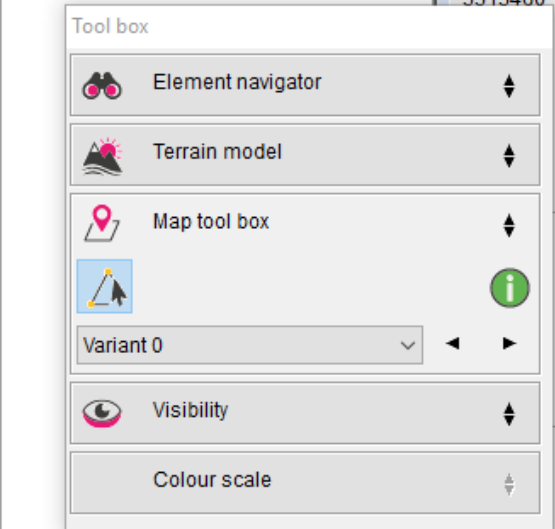
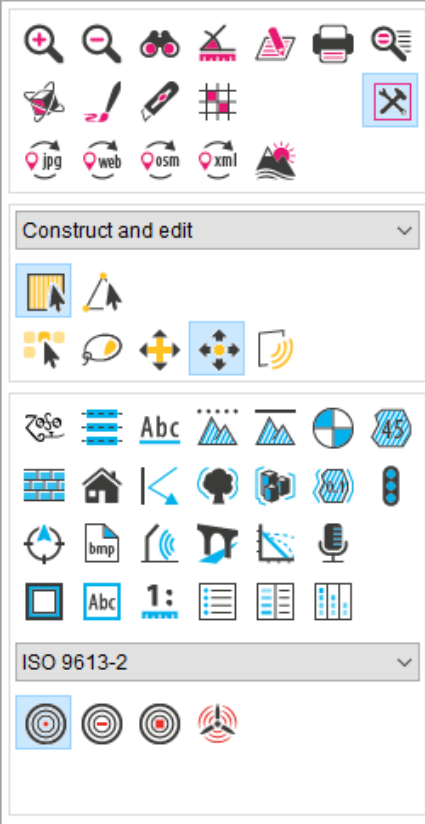
First node 5  
Last node 6

Document orientation  
(put north indicator)

OK Cancel Help

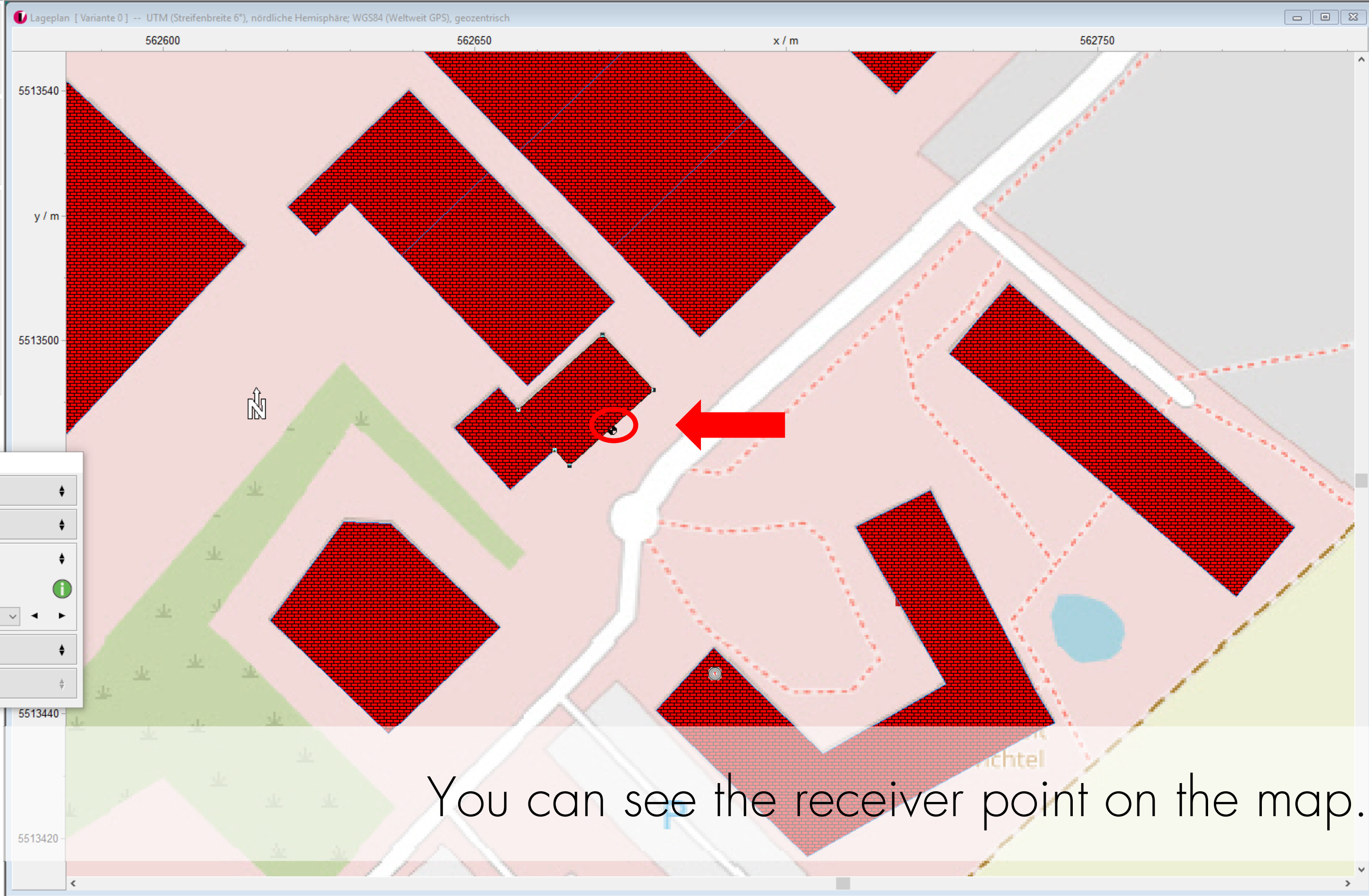
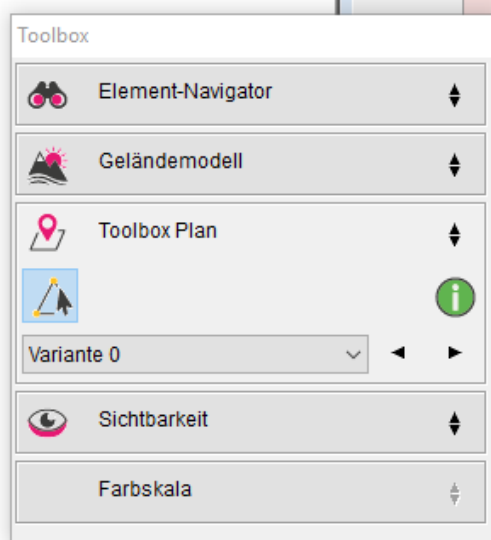
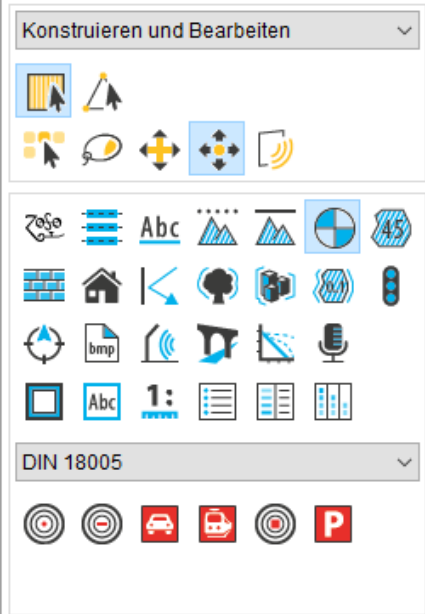
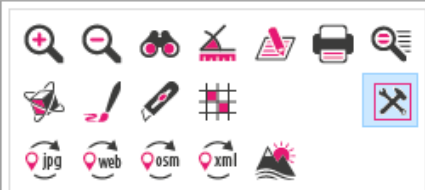
IMM1 generates a receiver point centrally located at a distance of 0.5m from the wall. Close the dialog box with **Ok**.



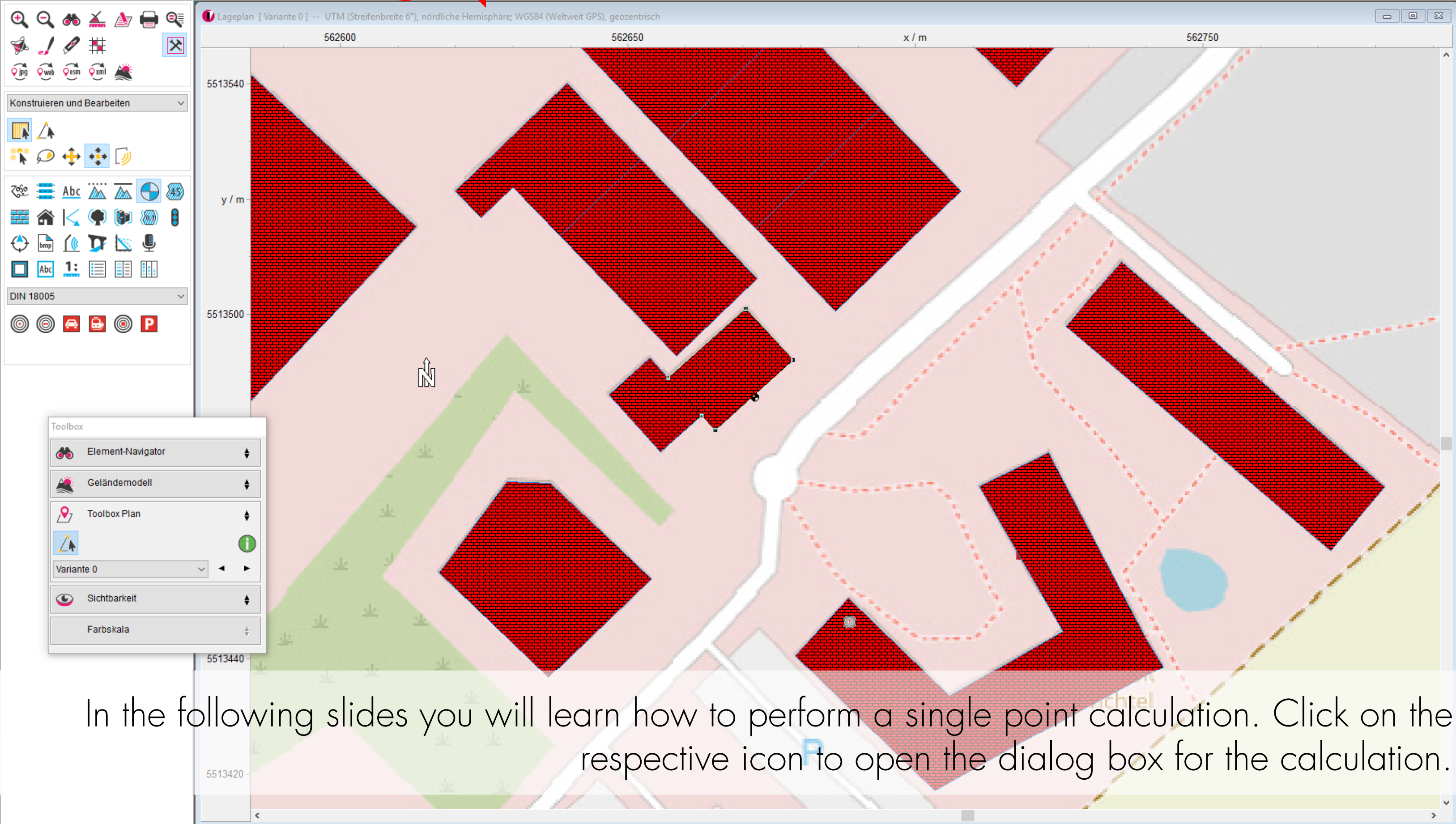


A message appears which shows a list with one receiver point with a height of 2m. Click on **Close** to return to the map.

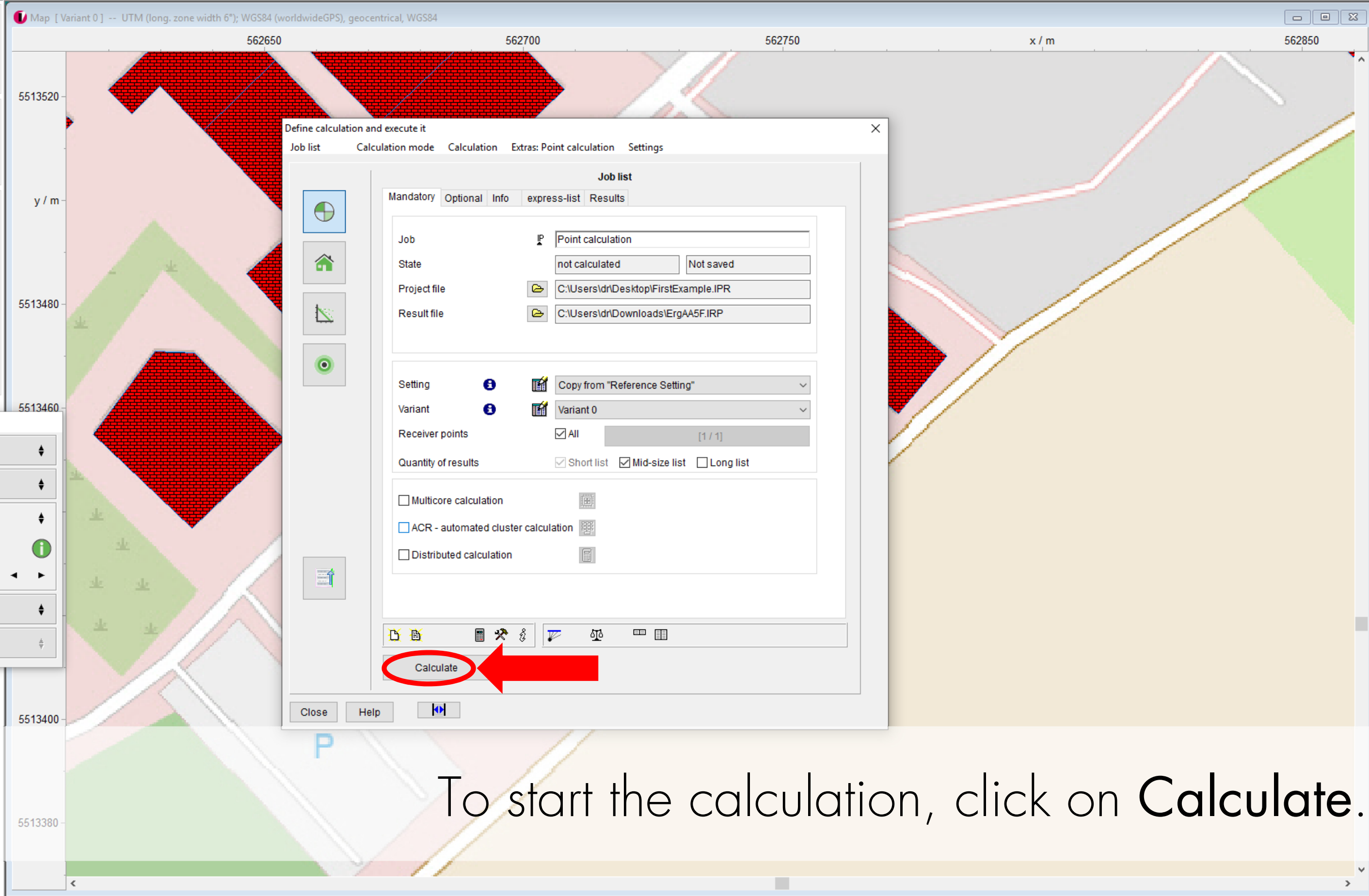
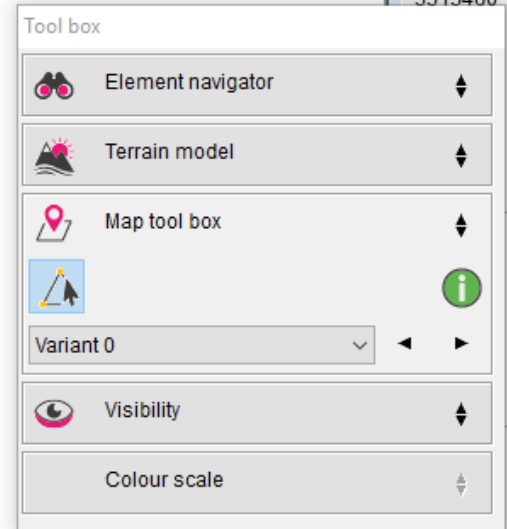
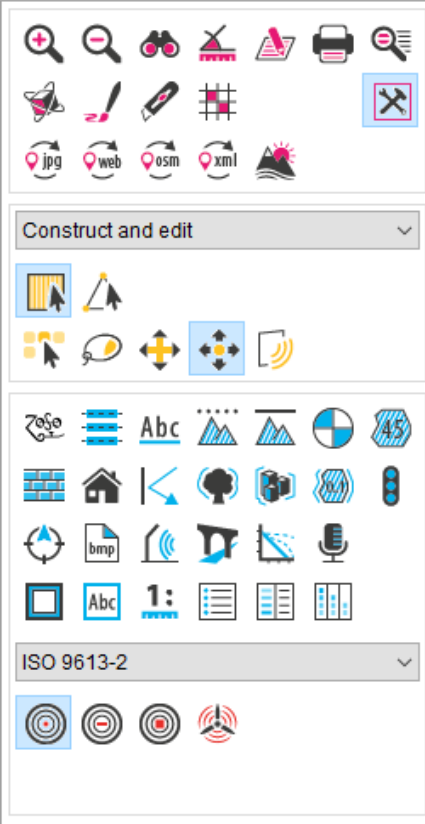




You can see the receiver point on the map.



In the following slides you will learn how to perform a single point calculation. Click on the respective icon to open the dialog box for the calculation.



Define calculation and execute it

Job list Calculation mode Calculation Extras: Point calculation Settings

Job list

Mandatory Optional Info express-list Results

Job IP Point calculation

State not calculated Not saved

Project file C:\Users\dr\Desktop\FirstExample.IPR

Result file C:\Users\dr\Downloads\ErgAA5F.IRP

Setting Copy from "Reference Setting"

Variant Variant 0

Receiver points  All [1 / 1]

Quantity of results  Short list  Mid-size list  Long list

Multicore calculation

ACR - automated cluster calculation

Distributed calculation

Calculate

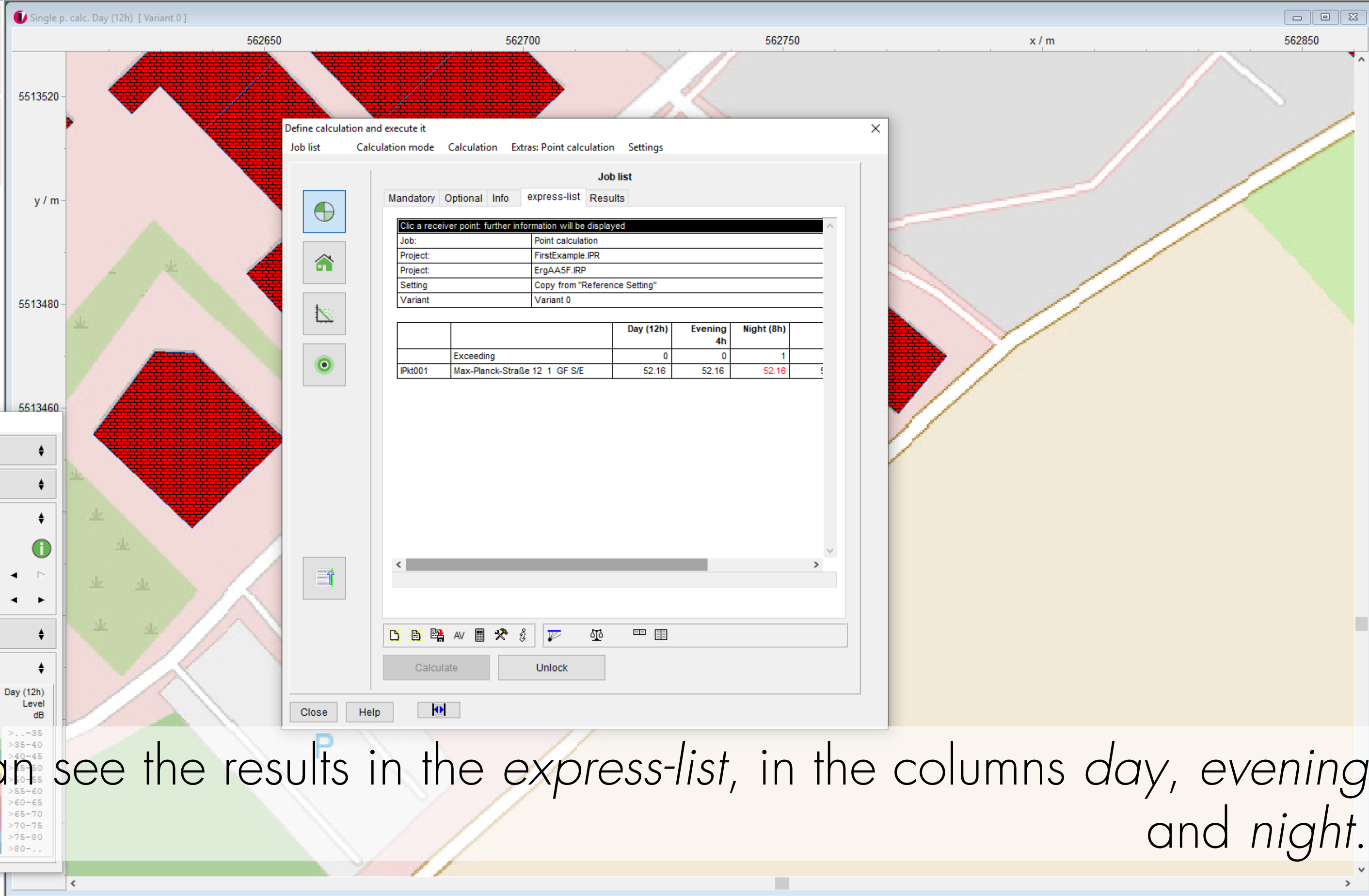
Close Help

To start the calculation, click on Calculate.





Calculation results



Define calculation and execute it

Job list Calculation mode Calculation Extras: Point calculation Settings

Job list

Mandatory Optional Info **express-list** Results

Click a receiver point: further information will be displayed

Job:	Point calculation
Project:	FirstExample.IPR
Project:	ErgAA5F.IRP
Setting:	Copy from "Reference Setting"
Variant:	Variant 0

		Day (12h)	Evening 4h	Night (8h)
	Exceeding	0	0	1
IPkt001	Max-Planck-Straße 12 1 GF S/E	52.16	52.16	52.16

Calculate Unlock

Close Help

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

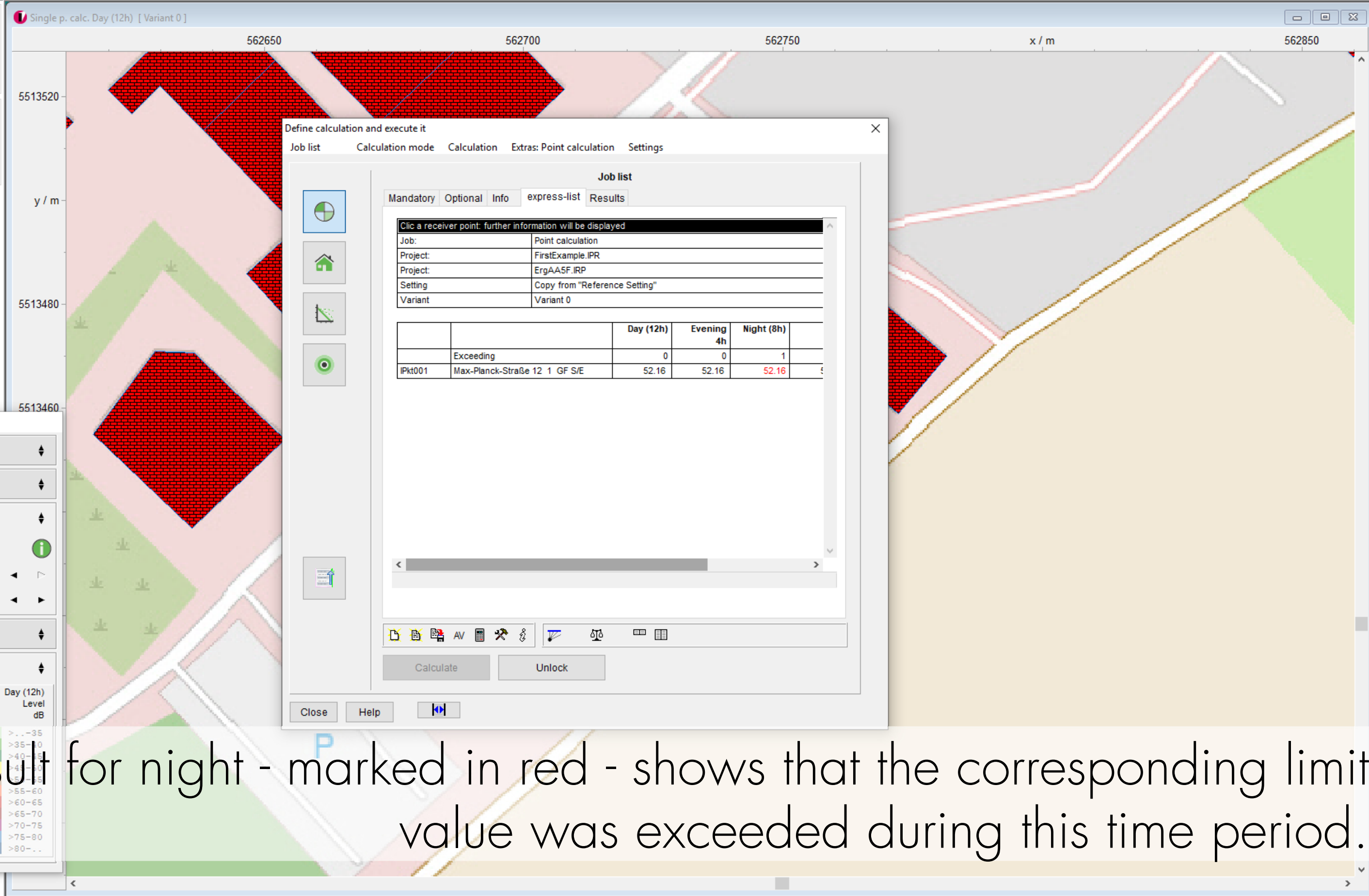
Day (12h) Level dB

>...-35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-...

You can see the results in the *express-list*, in the columns *day*, *evening* and *night*.



Calculation results



Define calculation and execute it

Job list   Calculation mode   Calculation   Extras: Point calculation   Settings

Job list

Mandatory   Optional   Info   express-list   Results

Click a receiver point: further information will be displayed

Job:	Point calculation
Project:	FirstExample.IPR
Project:	ErgAA5F.IRP
Setting:	Copy from "Reference Setting"
Variant:	Variant 0

		Day (12h)	Evening 4h	Night (8h)
	Exceeding	0	0	1
IPkt001	Max-Planck-Straße 12 1 GF S/E	52.16	52.16	52.16

Calculate   Unlock

Close   Help

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

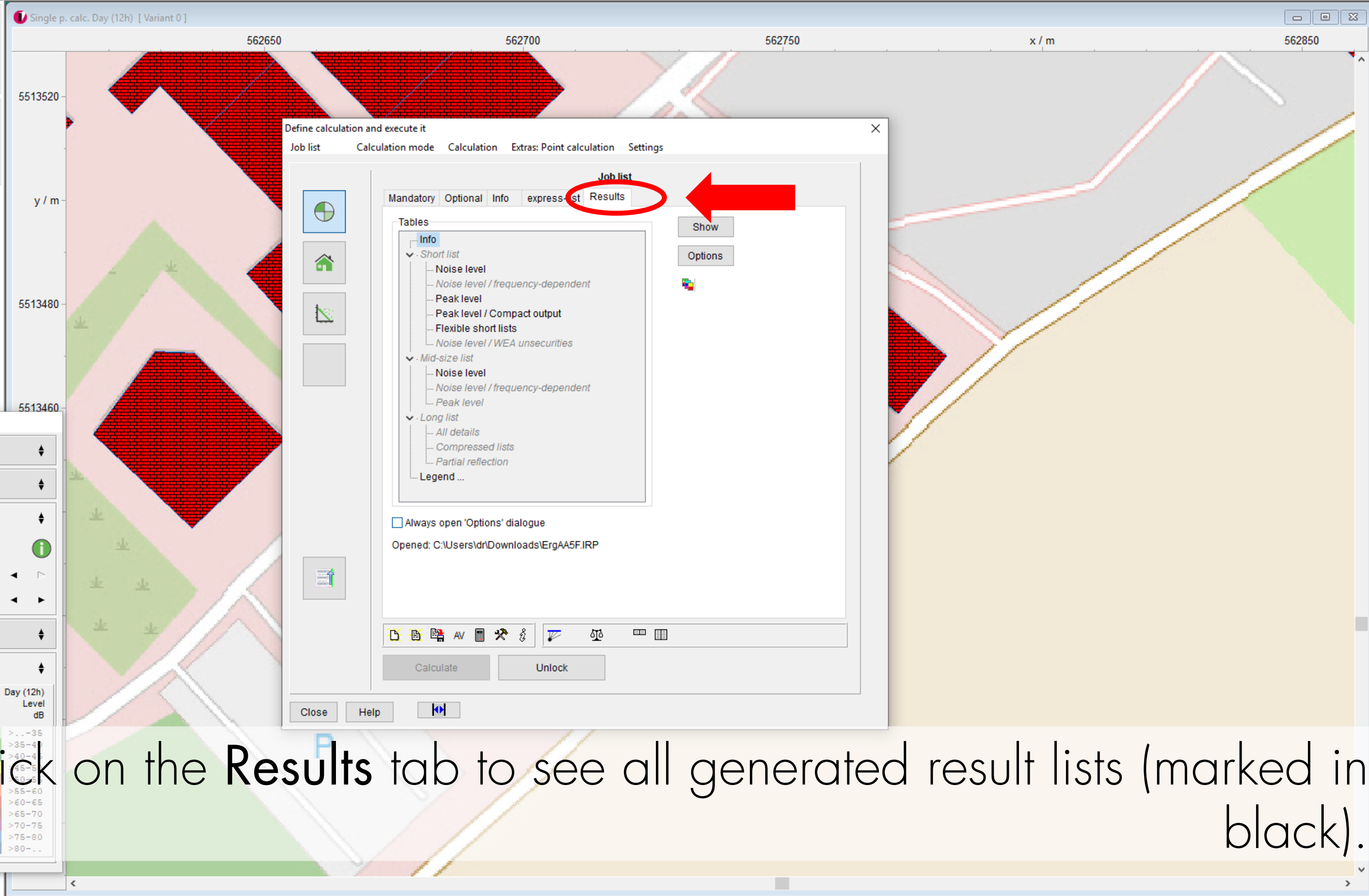
Day (12h) Level dB

>...-35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-...

The result for night - marked in red - shows that the corresponding limit value was exceeded during this time period.

Calculation results

Information icon



Define calculation and execute it

Job list Calculation mode Calculation Extras: Point calculation Settings

Job list

Mandatory Optional Info express-**Results**

Tables

- Info
  - Short list
    - Noise level
    - Noise level / frequency-dependent
    - Peak level
    - Peak level / Compact output
    - Flexible short lists
    - Noise level / WEA unsecurities
  - Mid-size list
    - Noise level
    - Noise level / frequency-dependent
    - Peak level
  - Long list
    - All details
    - Compressed lists
    - Partial reflection
  - Legend ...

Always open 'Options' dialogue

Opened: C:\Users\dr\Downloads\ErgAA5F.IRP

Calculate Unlock

Close Help

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

Day (12h) Level dB

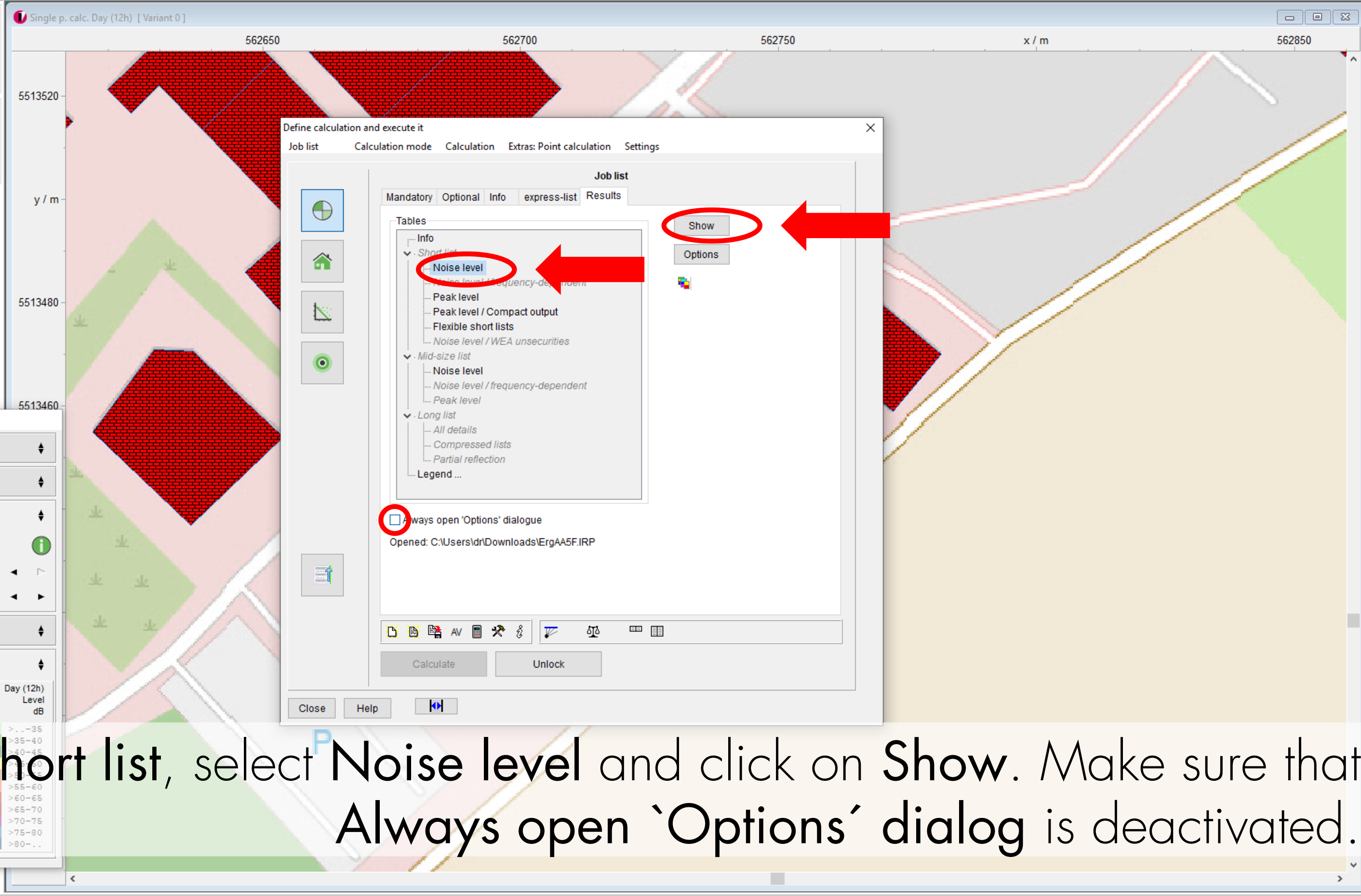
> . -35
>35-4
>40-4
>45-5
>50-5
>55-60
>60-65
>65-70
>70-75
>75-80
>80-...

Click on the **Results** tab to see all generated result lists (marked in black).





Calculation results



Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

Day (12h)	Level	dB
> .	< -35	
> 35-40		
> 40-45		
> 45-50		
> 50-55		
> 55-60		
> 60-65		
> 65-70		
> 70-75		
> 75-80		
> 80-...		

Define calculation and execute it

Job list Calculation mode Calculation Extras: Point calculation Settings

Job list

Mandatory Optional Info express-list Results

Tables

- Info
  - Short list
    - Noise level**
    - Peak level
    - Peak level / Compact output
    - Flexible short lists
    - Noise level / WEA unsecurities
  - Mid-size list
    - Noise level
    - Noise level / frequency-dependent
    - Peak level
  - Long list
    - All details
    - Compressed lists
    - Partial reflection
    - Legend ...

Always open 'Options' dialogue

Opened: C:\Users\dr\Downloads\ErgAA5F.IRP

Calculate Unlock

Close Help

Under Short list, select Noise level and click on Show. Make sure that Always open 'Options' dialogue is deactivated.



Short list		Point calculation							
Noise prediction		Rating following: Lden							
Variant 0		Setting: Copy from "Reference Setting"							
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		LV	L r,A	LV	L r,A	LV	L r,A	LV	L r,A
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
IPkt001	Max-Planck-Straße 12 1 GF S	60,0	52,2	60,0	52,2	45,0	52,2	60,0	58,6

Press F1 to obtain information relative to further features

Now you can see the results. For all time periods you can see the calculated noise level and the corresponding limit value.



Short list		Point calculation							
Noise prediction		Rating following: Lden							
Variant 0		Setting: Copy from "Reference Setting"							
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		LV	L r,A	LV	L r,A	LV	L r,A	LV	L r,A
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
IPkt001	Max-Planck-Straße 12 1 GF S	60,0	52,2	60,0	52,2	45,0	52,2	60,0	58,6

Press F1 to obtain information relative to further features

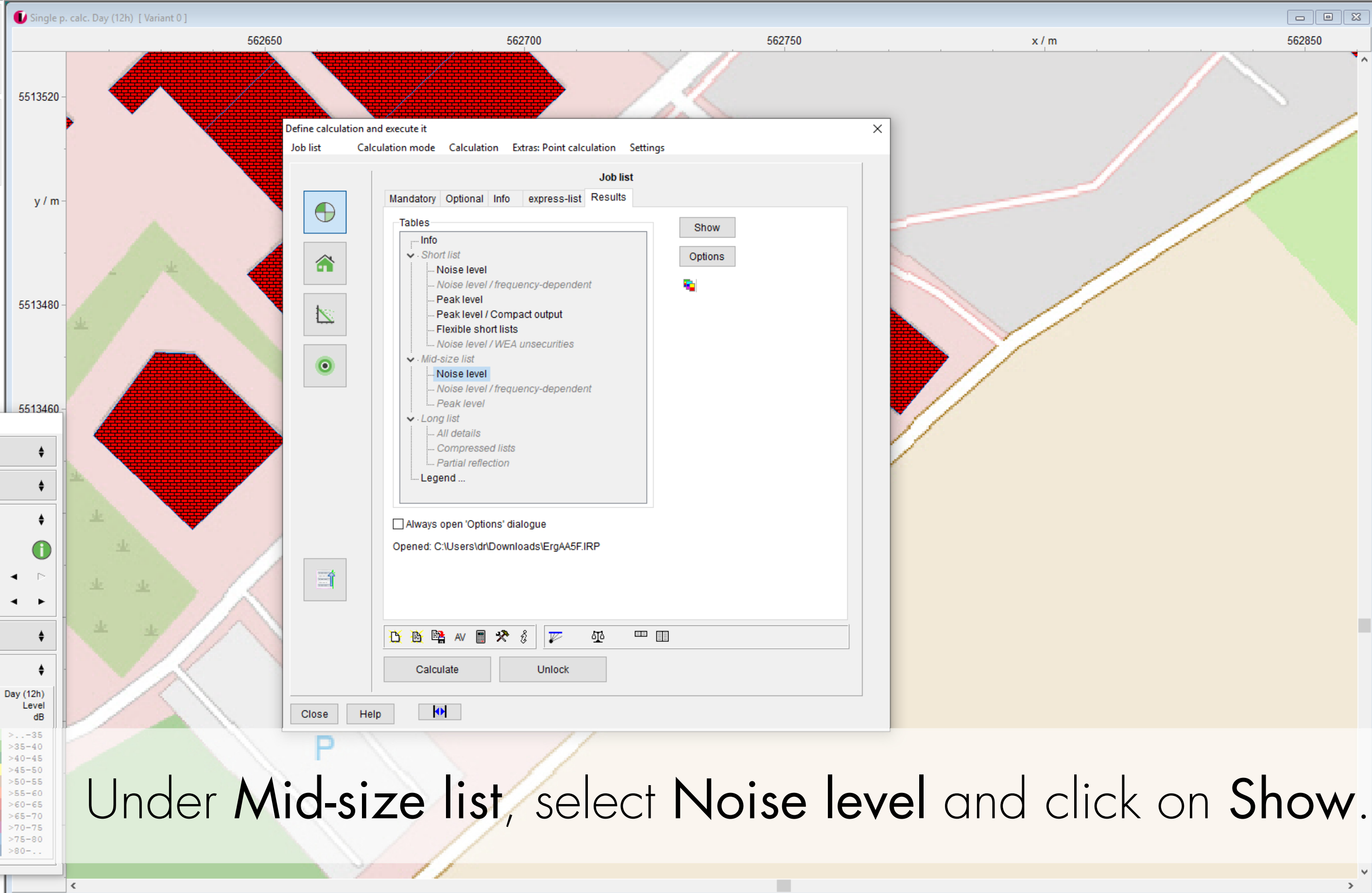
Close the list by using the **Close** icon.





Calculation results

Information icon



Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

Day (12h) Level dB

> . -35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-..

Define calculation and execute it

Job list Calculation mode Calculation Extras: Point calculation Settings

Job list

Mandatory Optional Info express-list Results

Tables

- Info
  - Short list
    - Noise level
    - Noise level / frequency-dependent
    - Peak level
    - Peak level / Compact output
    - Flexible short lists
    - Noise level / WEA unsecurities
  - Mid-size list
    - Noise level**
    - Noise level / frequency-dependent
    - Peak level
  - Long list
    - All details
    - Compressed lists
    - Partial reflection
  - Legend ...

Show Options

Always open 'Options' dialogue

Opened: C:\Users\dr\Downloads\ErgAA5F.IRP

Calculate Unlock

Close Help

Under **Mid-size list**, select **Noise level** and click on **Show**.



Mid-size list »		Point calculation							
Noise prediction		Rating following: Lden							
IPkt001 »	Max-Planck-Straße 12 1	Variant 0 Setting: Copy from "Reference Setting"							
		x = 562672,25 m		y = 5513485,58 m		z = 2,00 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L r,i,A	L r,A	L r,i,A	L r,A	L r,i,A	L r,A	L r,i,A	L r,A
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
EZQi001 »	Fan	52,157	52,157	52,157	52,157	52,157	52,157	58,552	58,552
	Sum		<b>52,157</b>		<b>52,157</b>		<b>52,157</b>		<b>58,552</b>

- 1 -

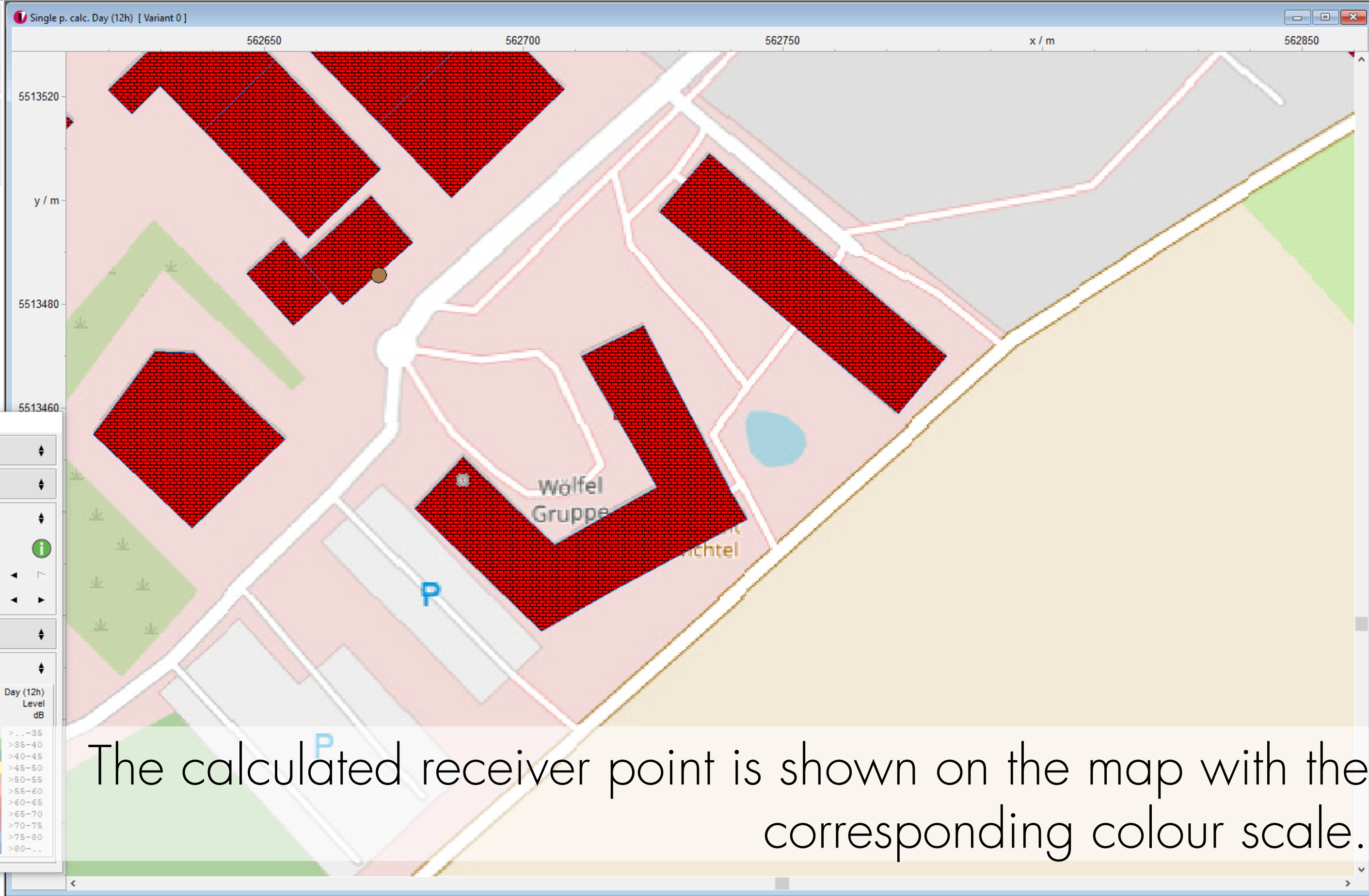
Here you can additionally see the impact of the source. Close the list by using the **Close** icon.

Single p. calc. Day (12h) [ Variant 0 ]

562650 562700 562750 x / m 562850

5513520 y / m 5513480 5513460

Calculation results



Tool box

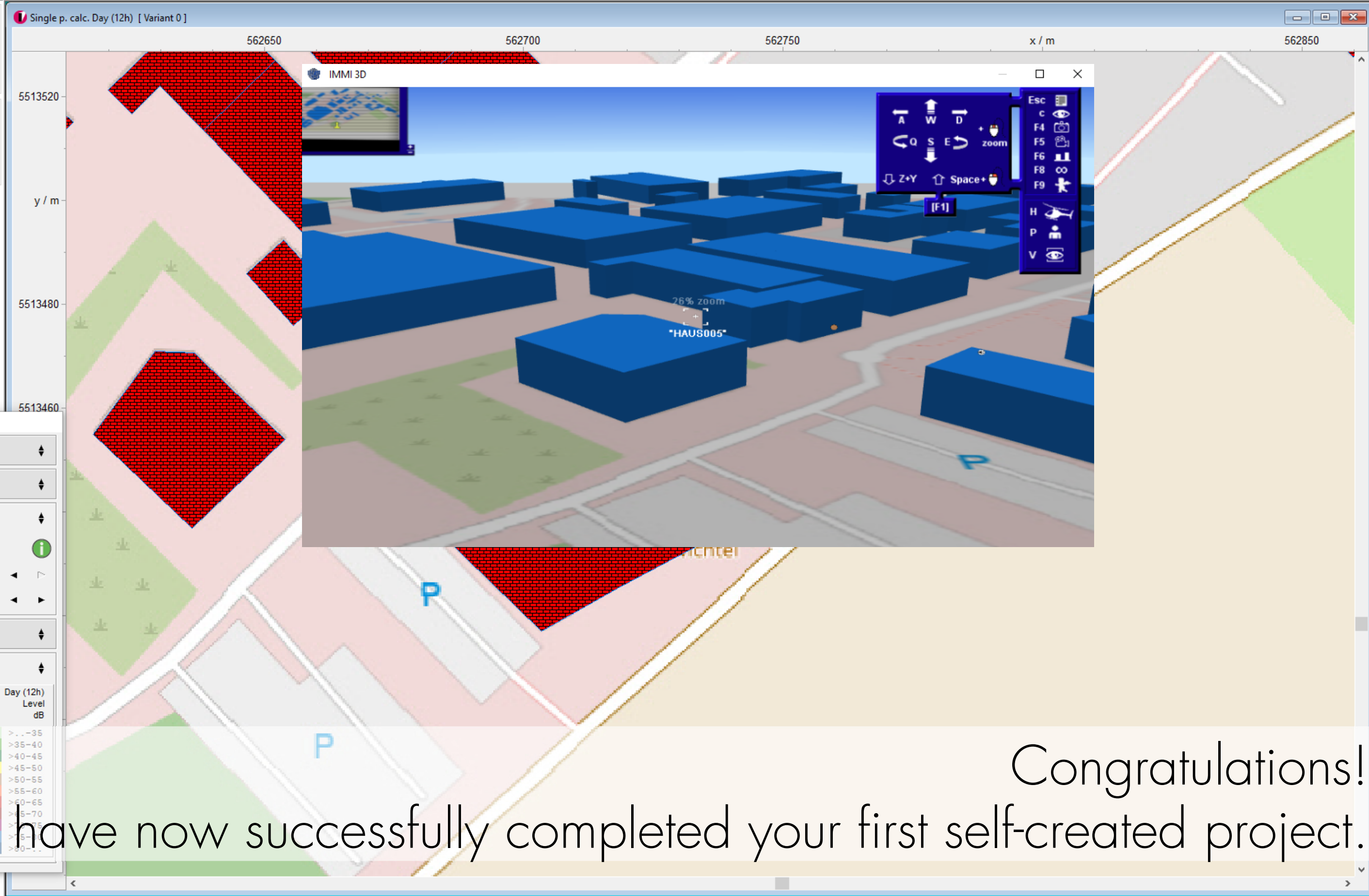
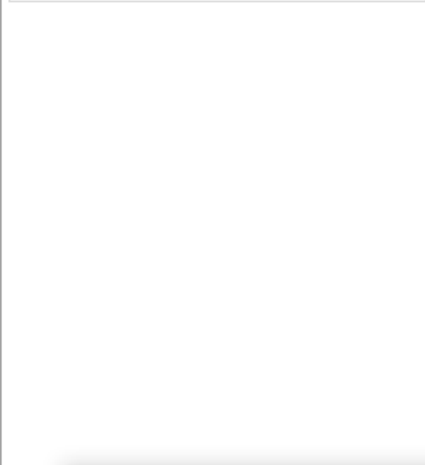
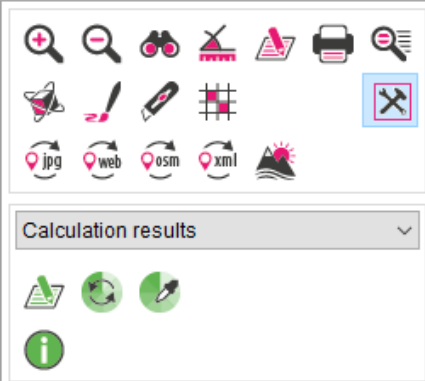
- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

Day (12h)  
Level  
dB

> . -35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-...

The calculated receiver point is shown on the map with the corresponding colour scale.





Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

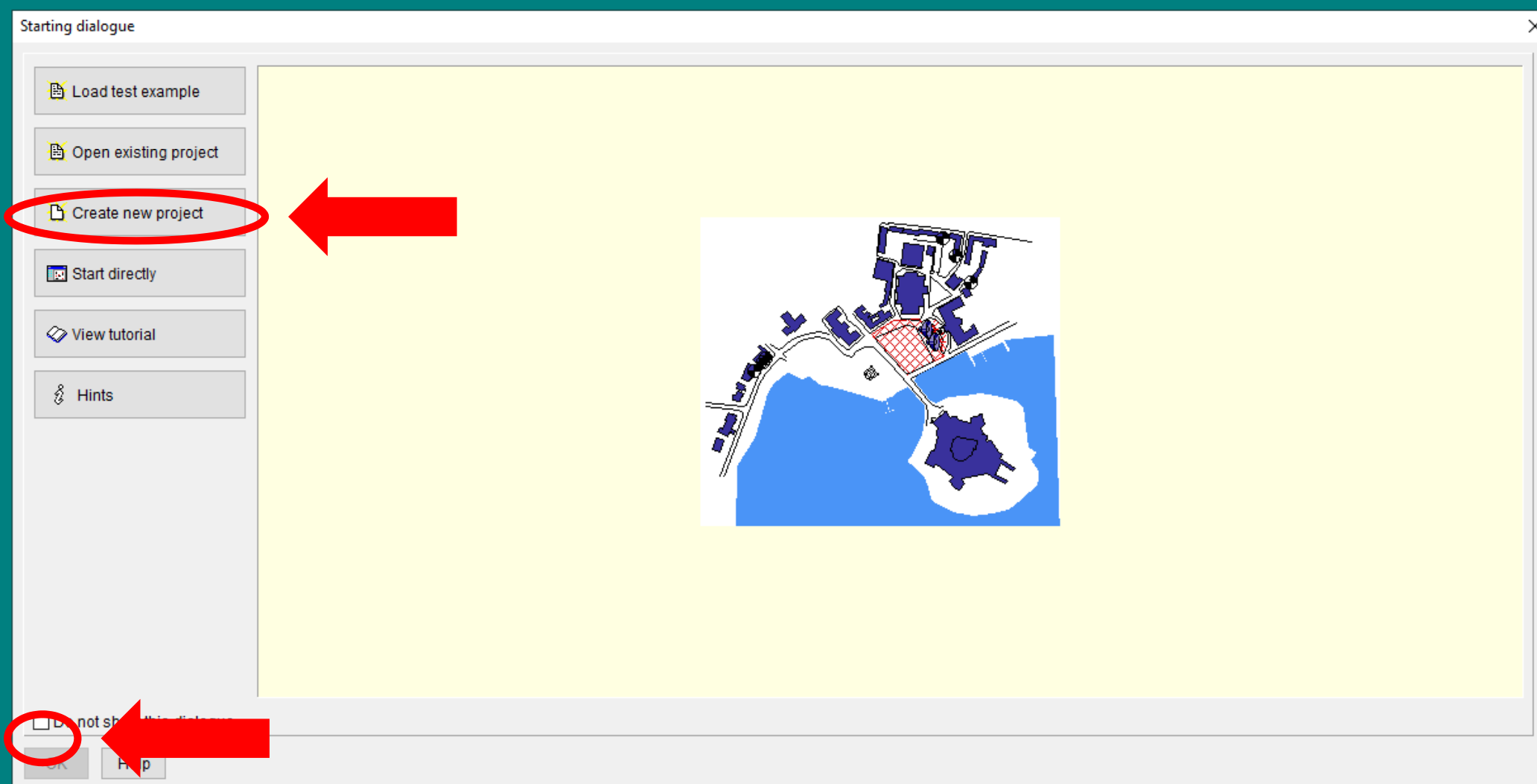
Day (12h)	Level	dB
> .	-35	
> 35	-40	
> 40	-45	
> 45	-50	
> 50	-55	
> 55	-60	
> 60	-65	
> 65	-70	
> 70	-75	
> 75	-80	
> 80	-85	

Congratulations!  
You have now successfully completed your first self-created project.



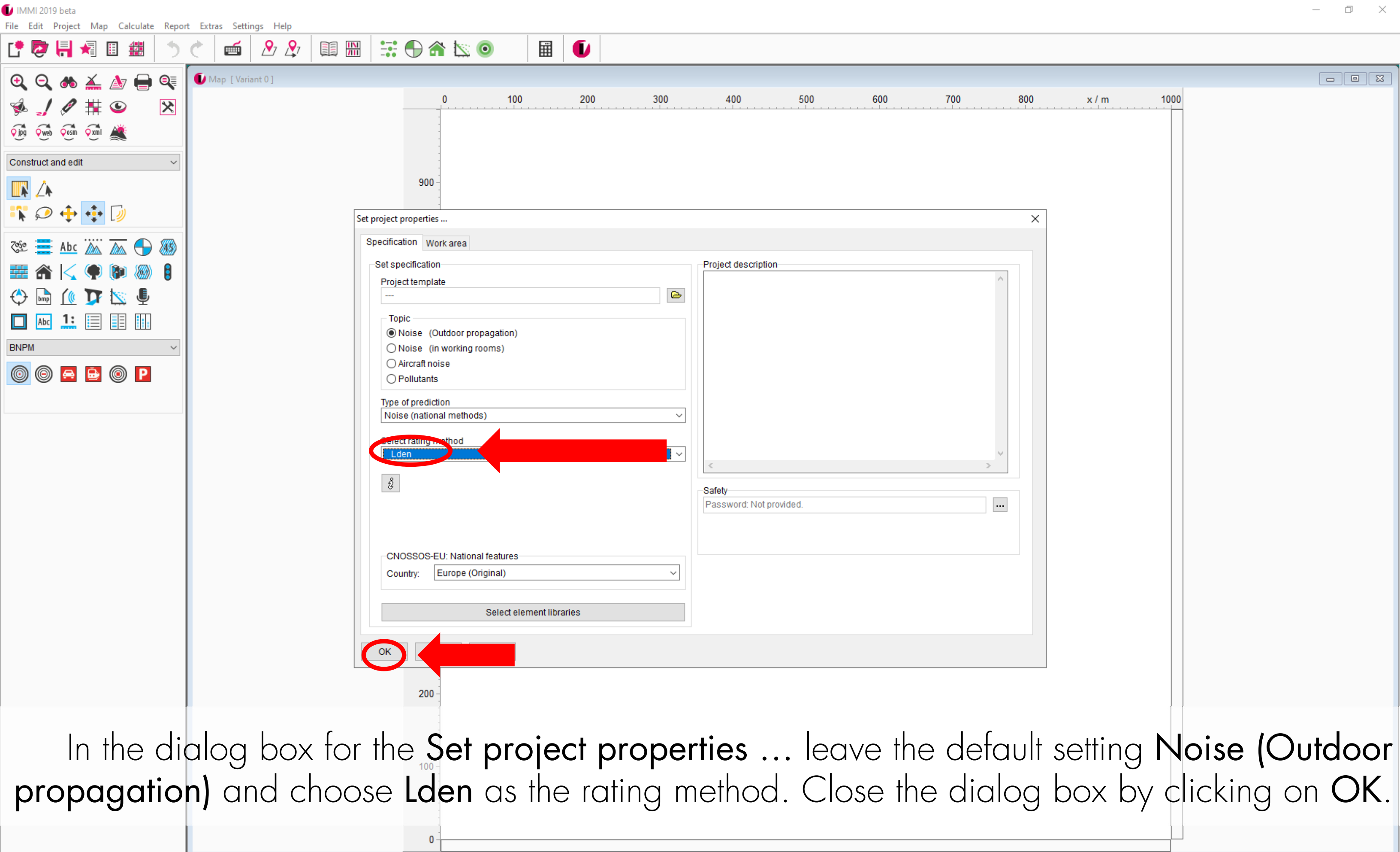


The next example deals with road traffic noise und should improve your skills and experience working with IMMI.

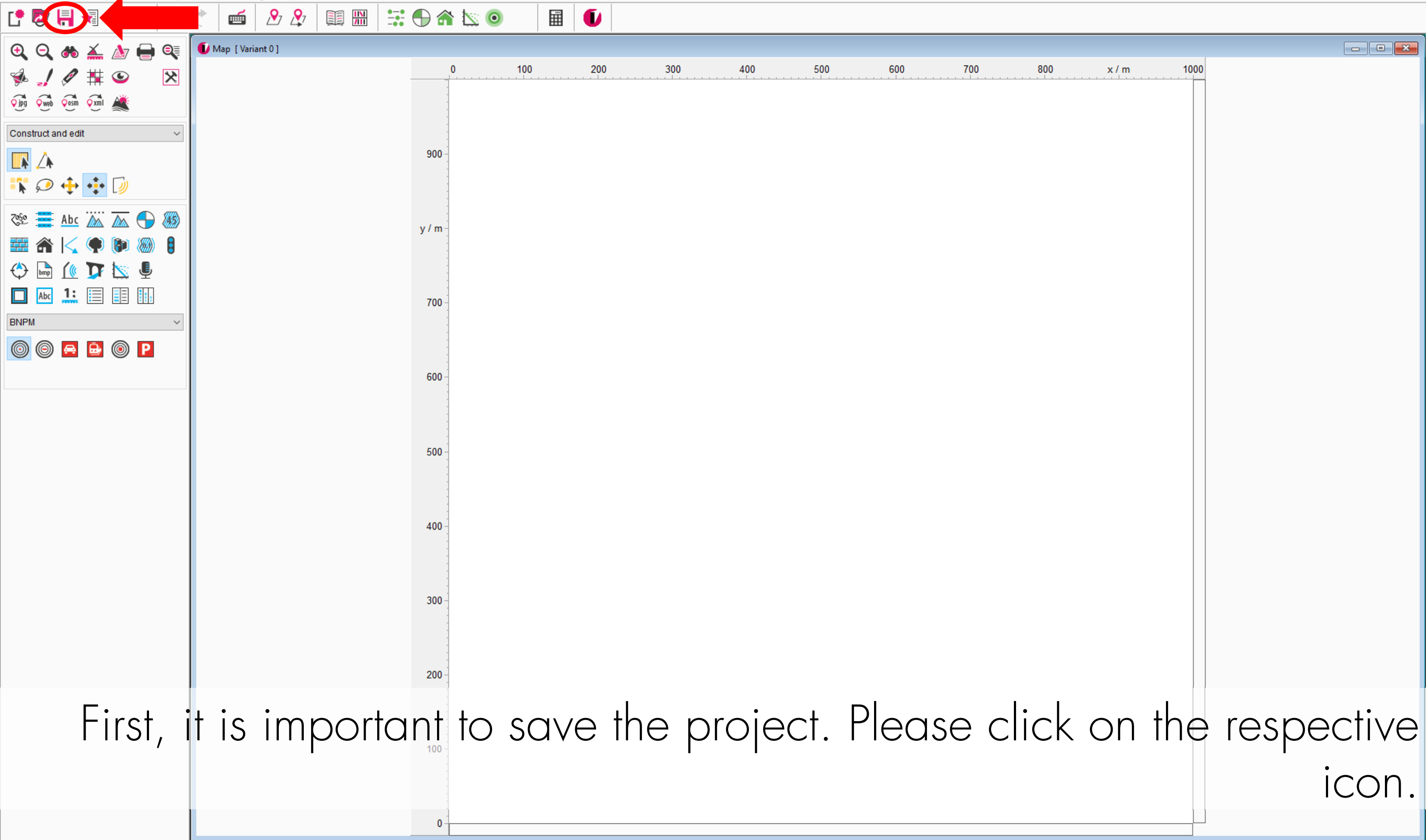


Start IMMI, choose **Create new project** and confirm with **OK**.

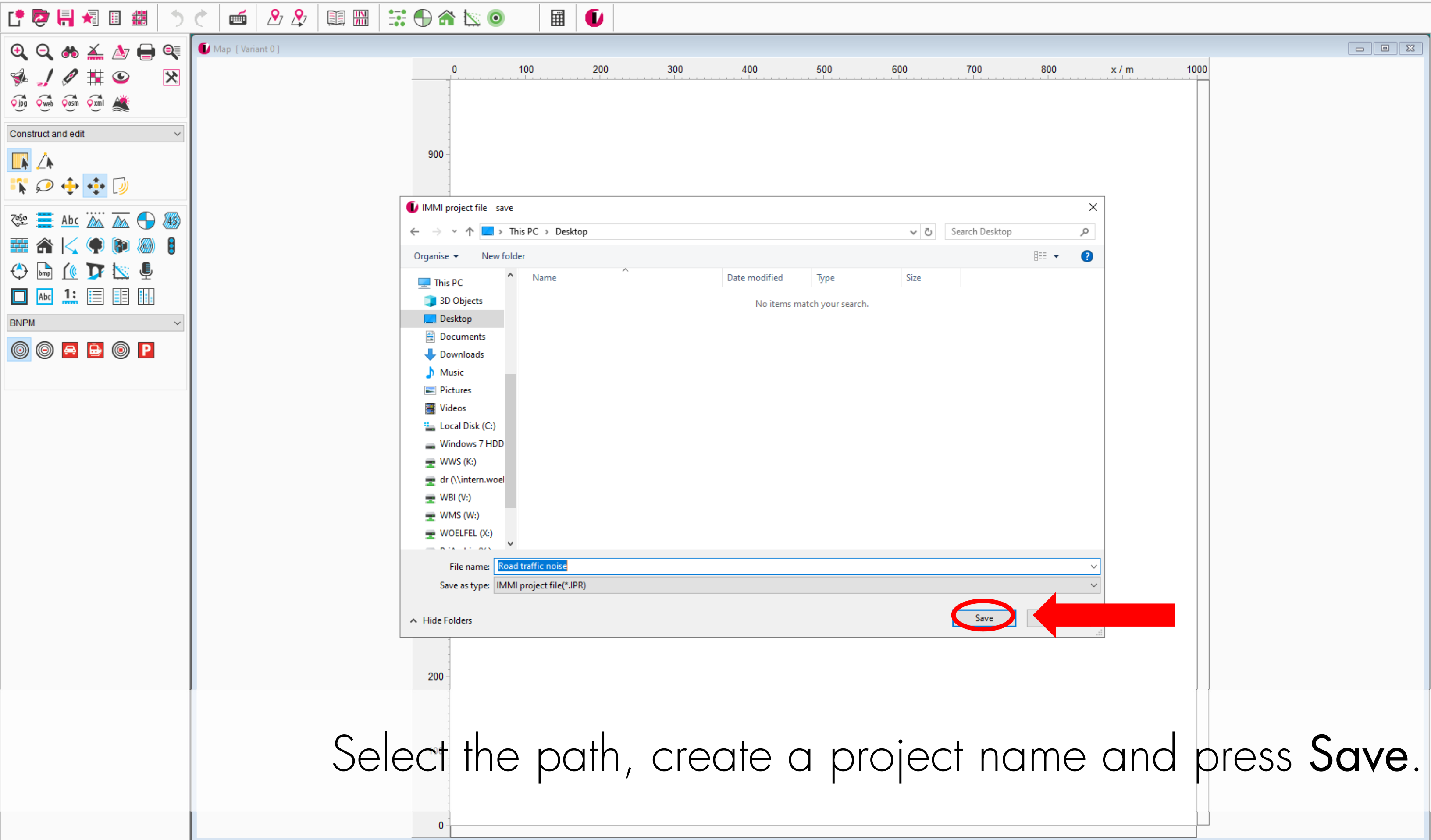




In the dialog box for the **Set project properties ...** leave the default setting **Noise (Outdoor propagation)** and choose **Lden** as the rating method. Close the dialog box by clicking on **OK**.



First, it is important to save the project. Please click on the respective icon.



Select the path, create a project name and press **Save**.



Map [Variant 0]

0 100 200 300 400 500 600 700 800 1000 x / m

900 y / m

700

600

500

400

300

200

100

0

Construct and edit

BNPM

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

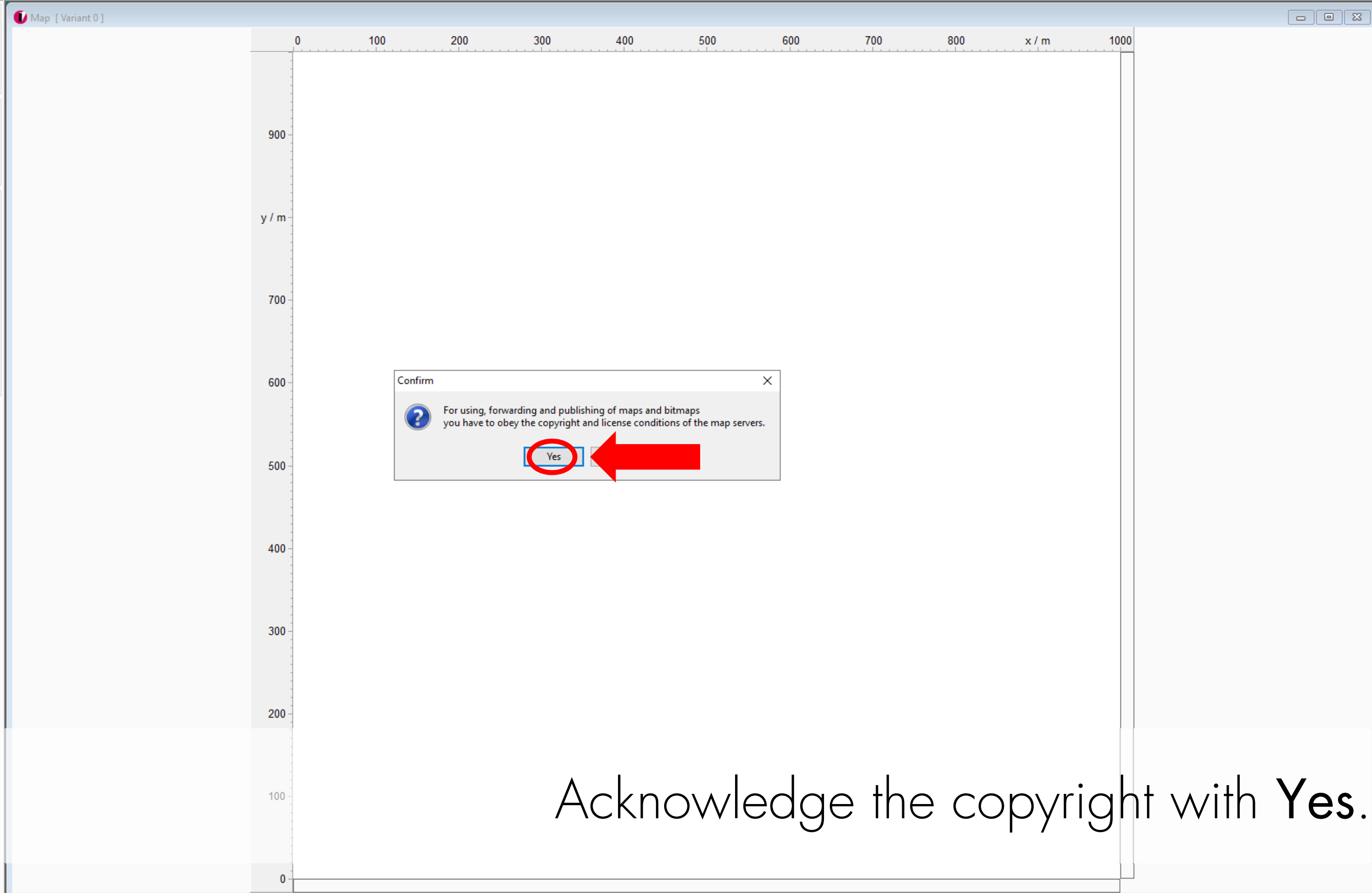
We will use the web import to create the background image and the houses in our area of interest. Please click the icon for the web import.



Map [Variant 0]

Construct and edit

BNPM

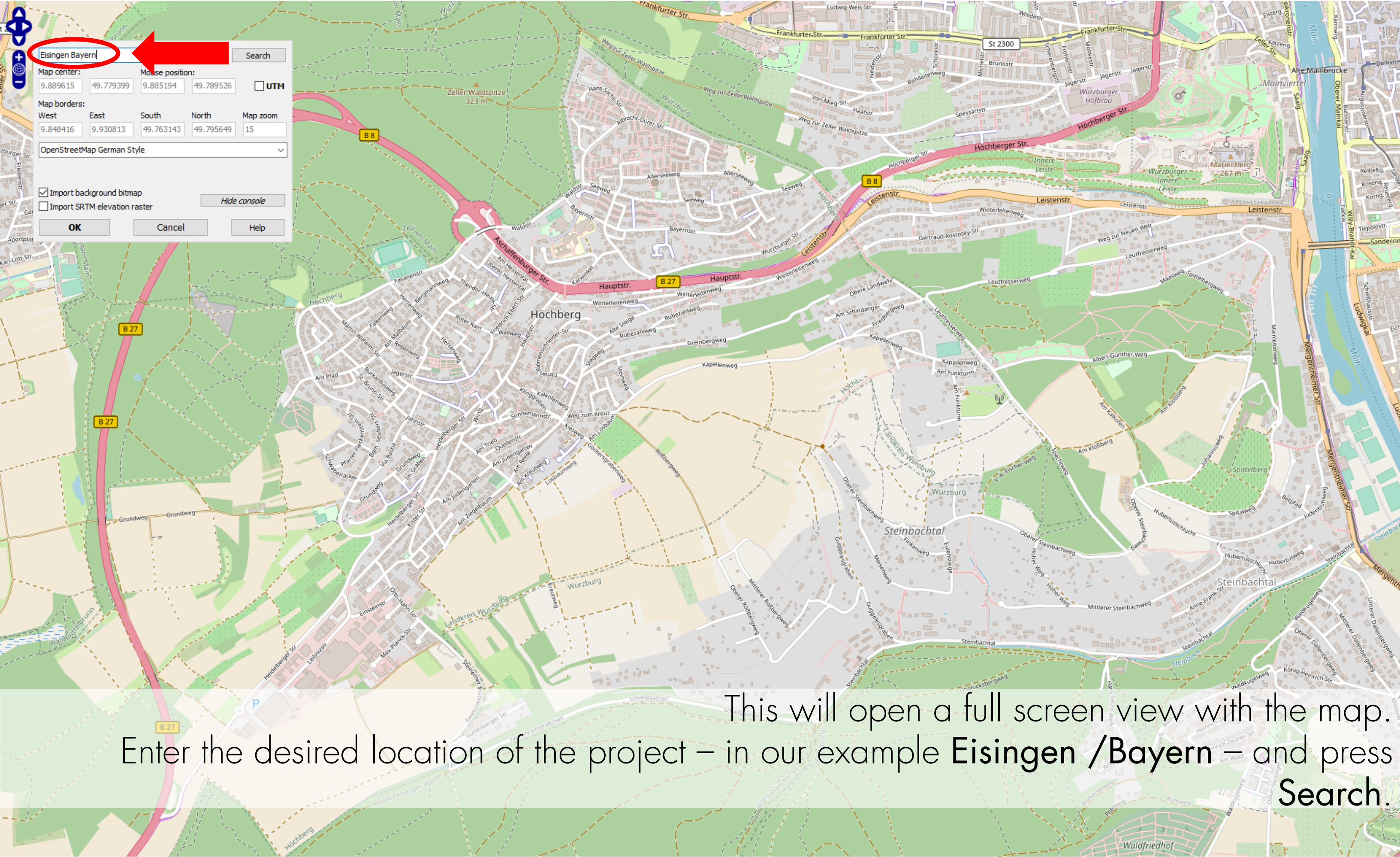


Confirm

For using, forwarding and publishing of maps and bitmaps you have to obey the copyright and license conditions of the map servers.

Acknowledge the copyright with **Yes**.



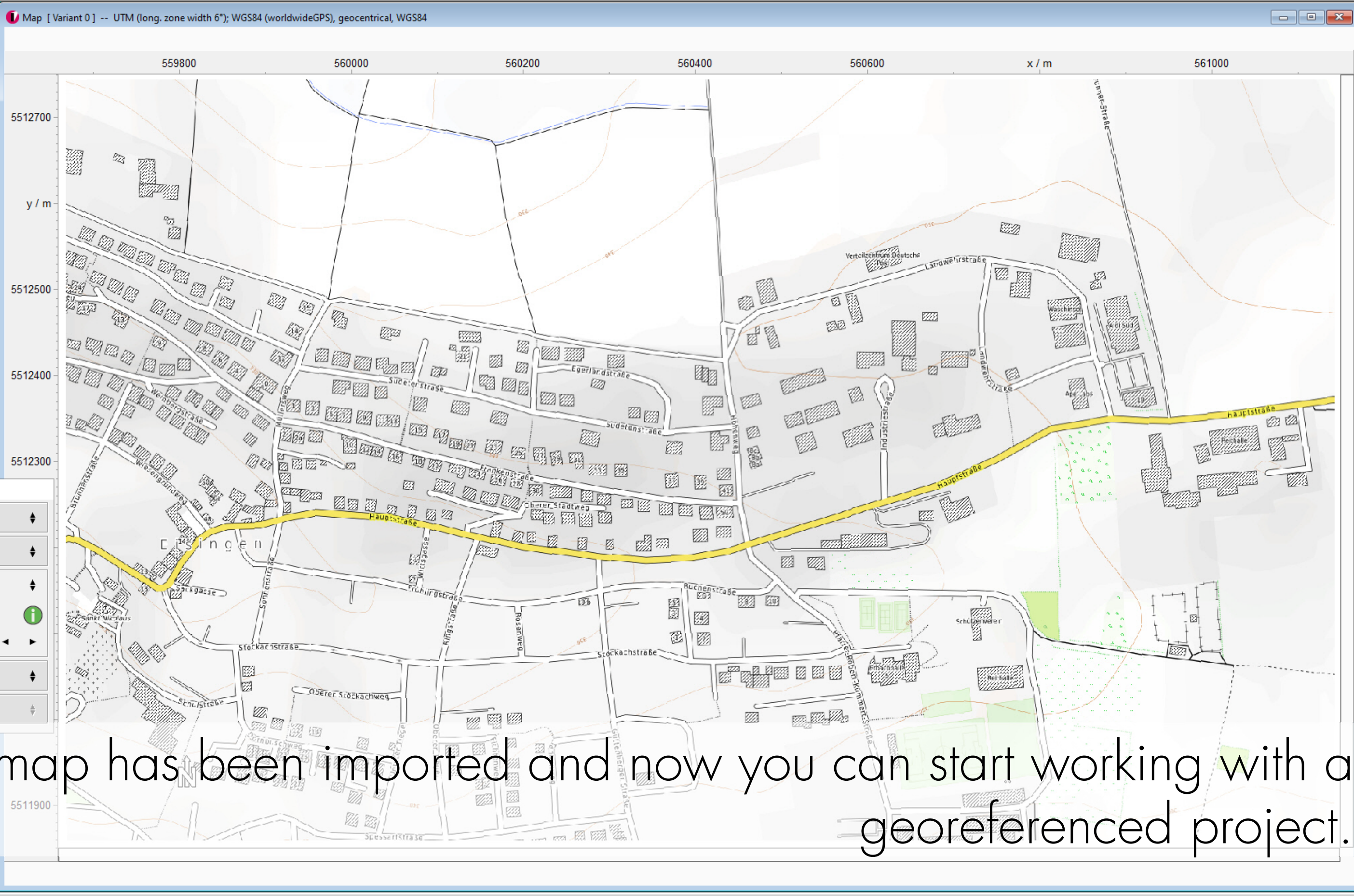
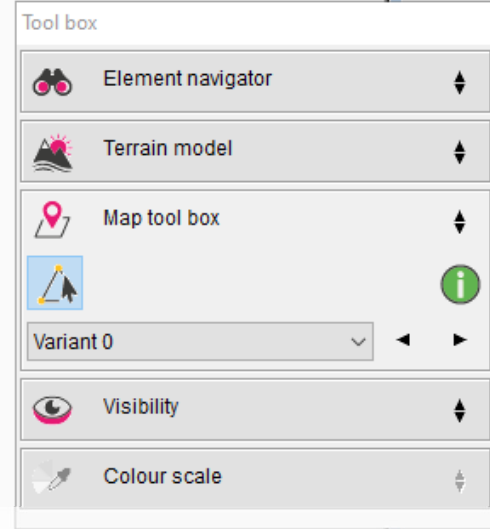
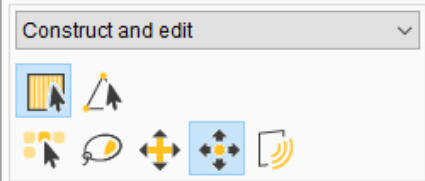
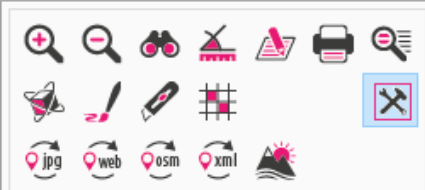


This will open a full screen view with the map. Enter the desired location of the project – in our example **Eisingen /Bayern** – and press **Search**.







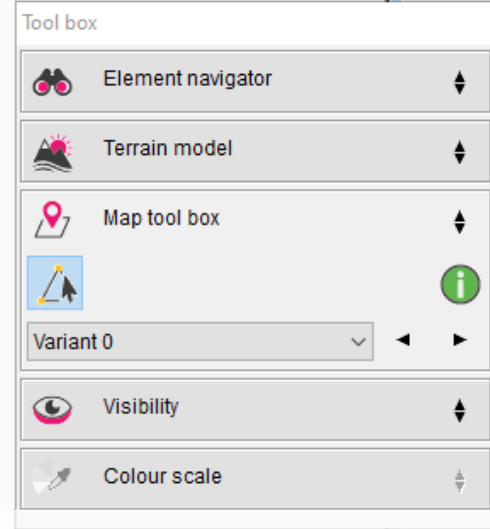
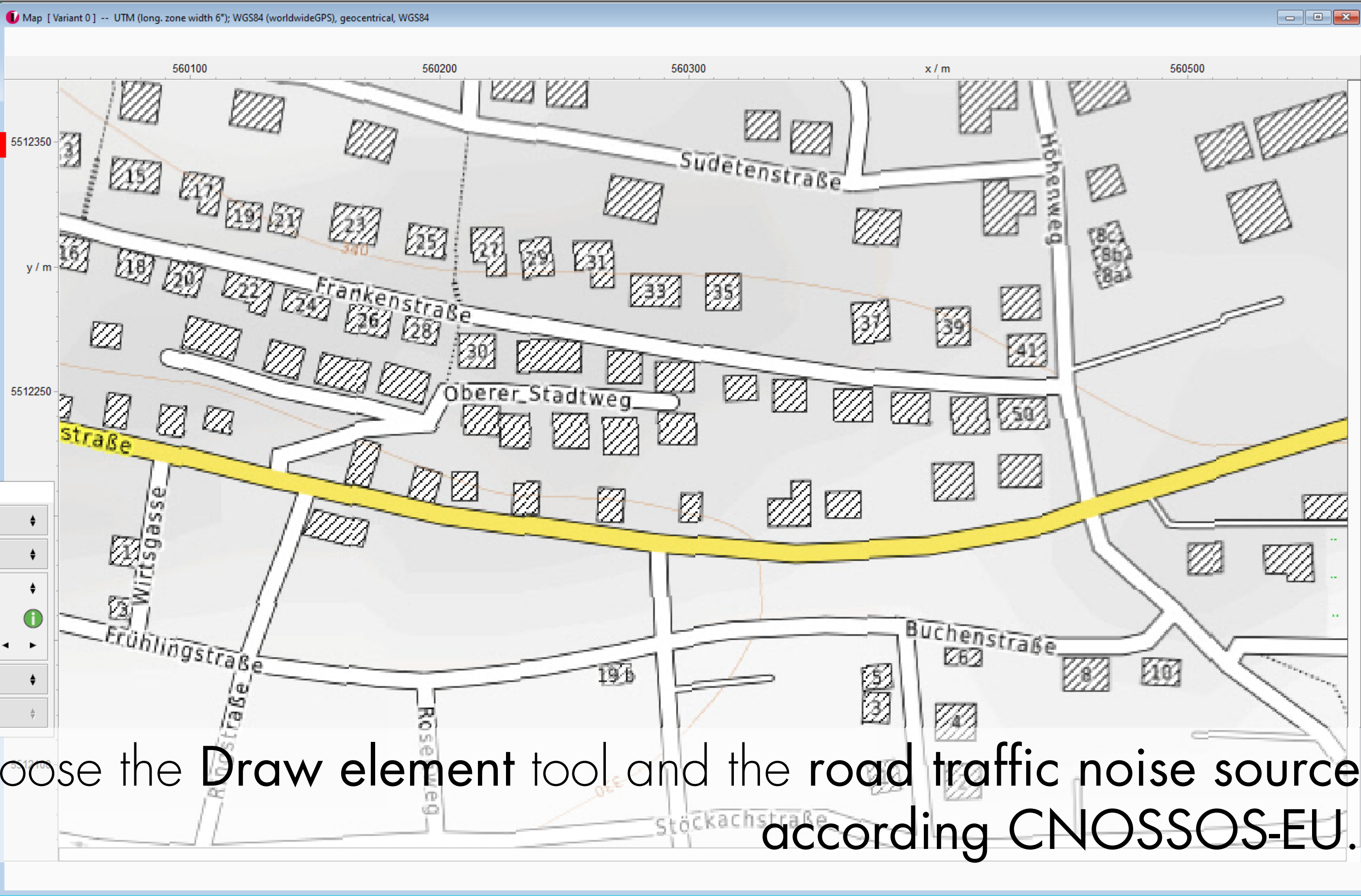
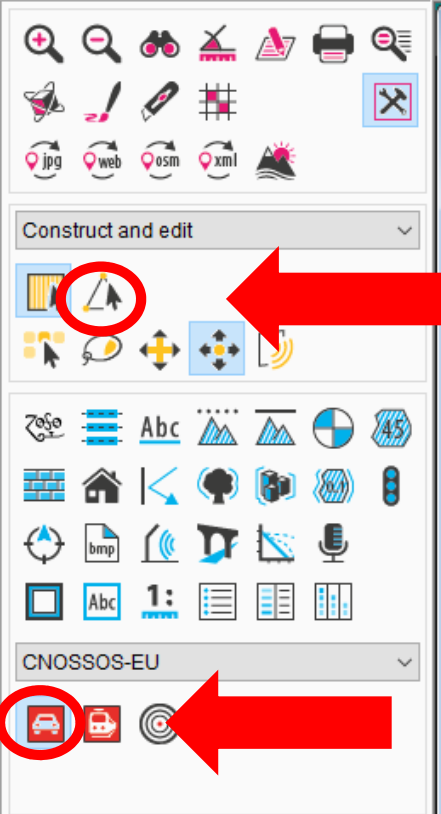


The map has been imported and now you can start working with a georeferenced project.

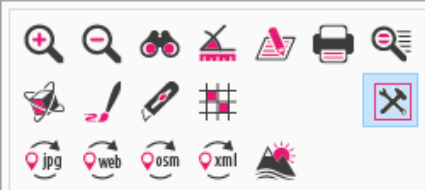




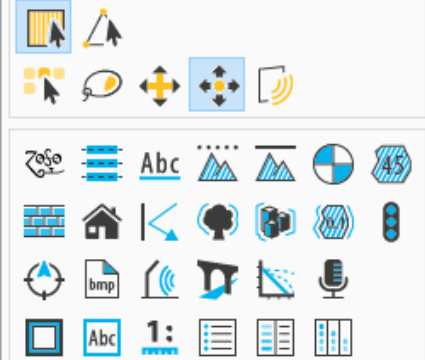




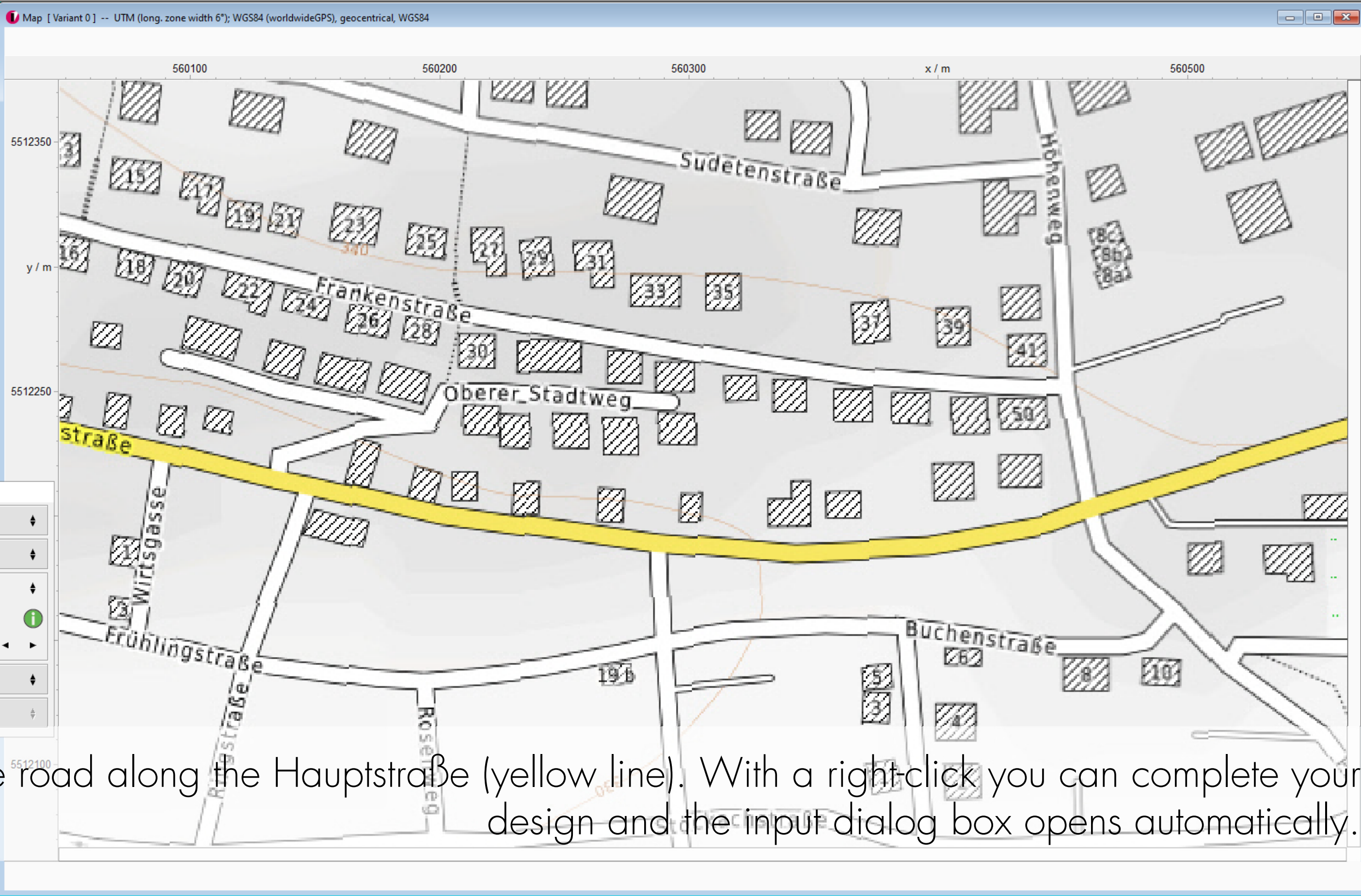
Choose the **Draw element** tool and the road traffic noise source according CNOSSOS-EU.



Construct and edit



CNOSSOS-EU

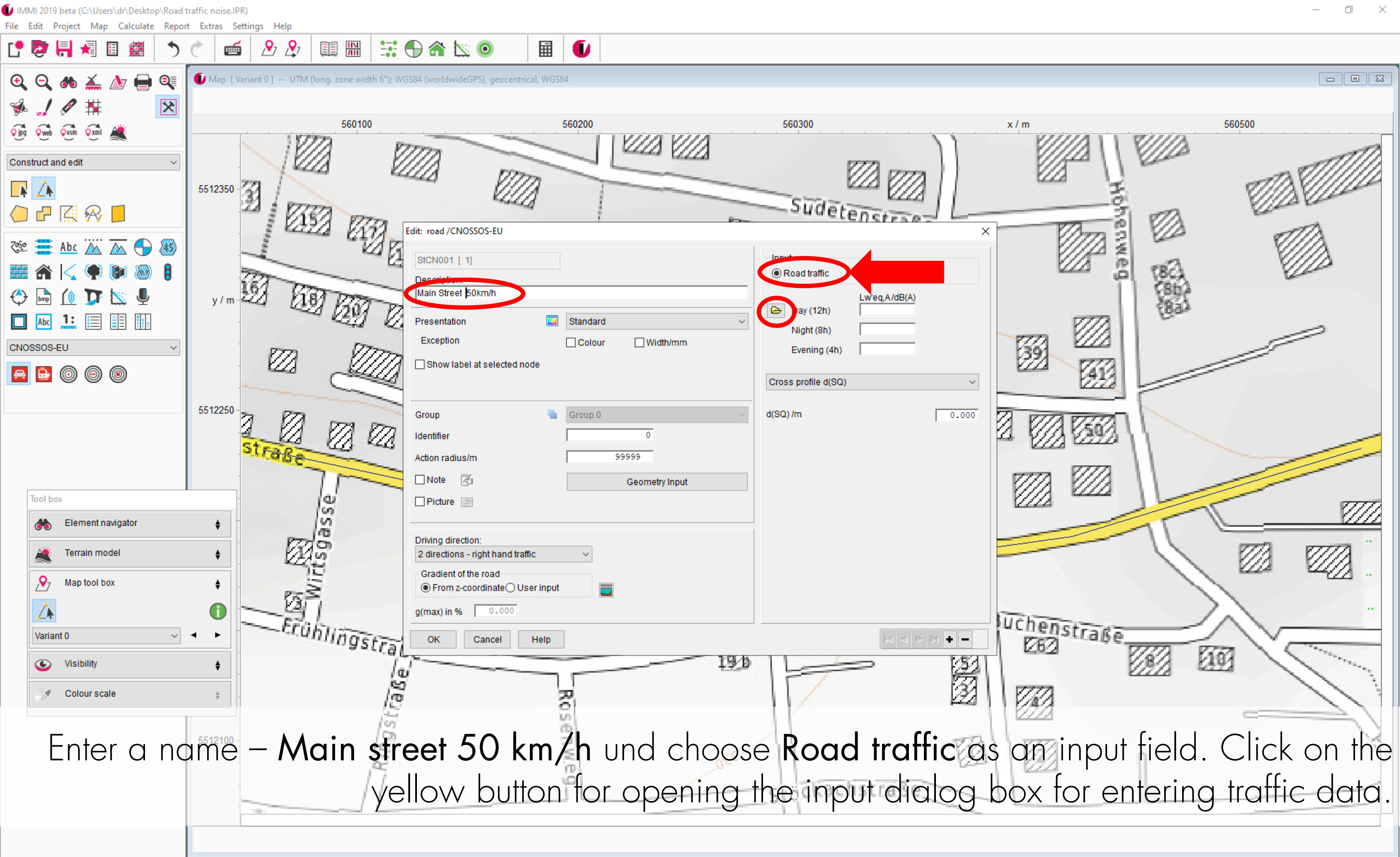


Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

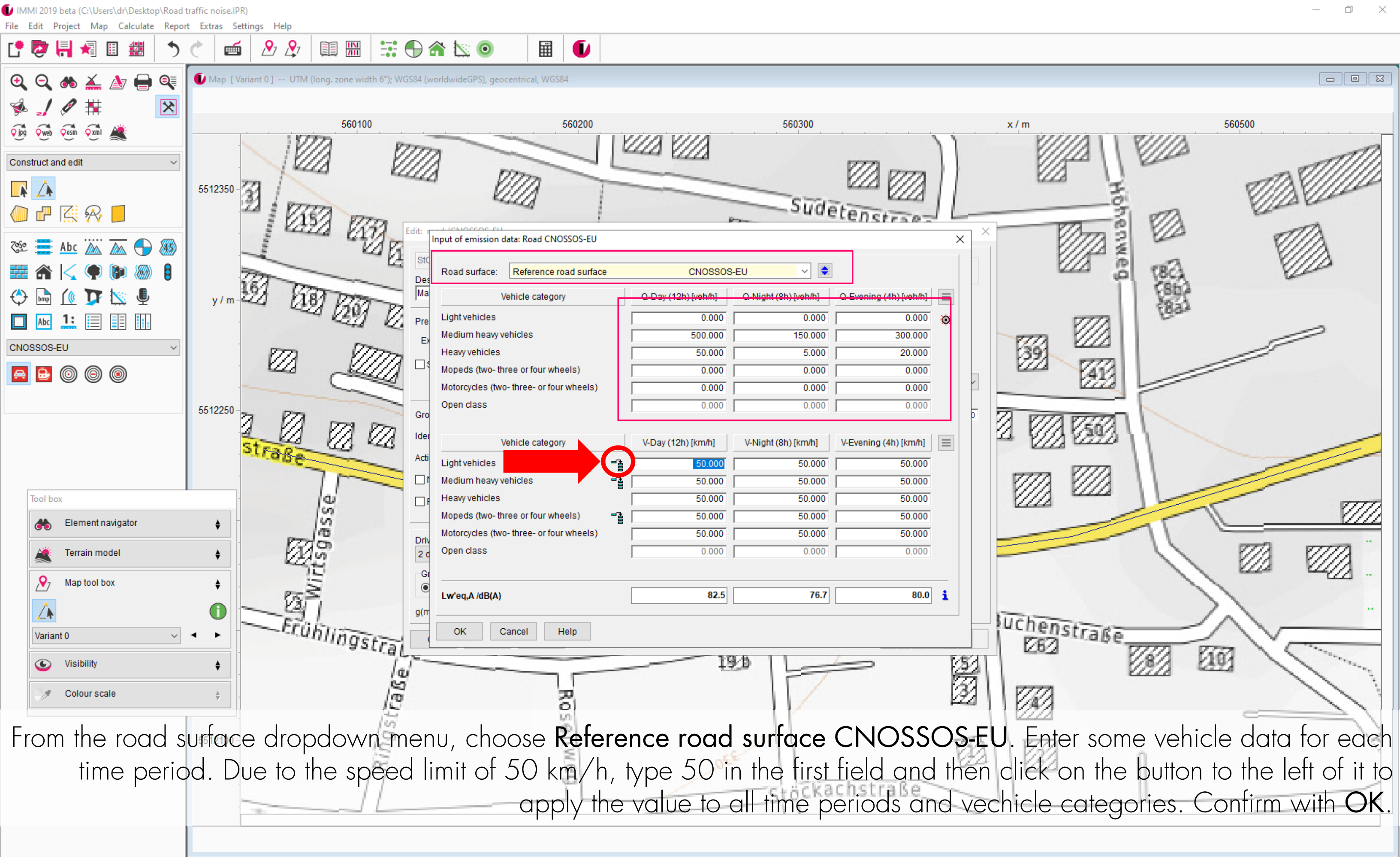
Digitize the road along the Hauptstraße (yellow line). With a right-click you can complete your design and the input dialog box opens automatically.



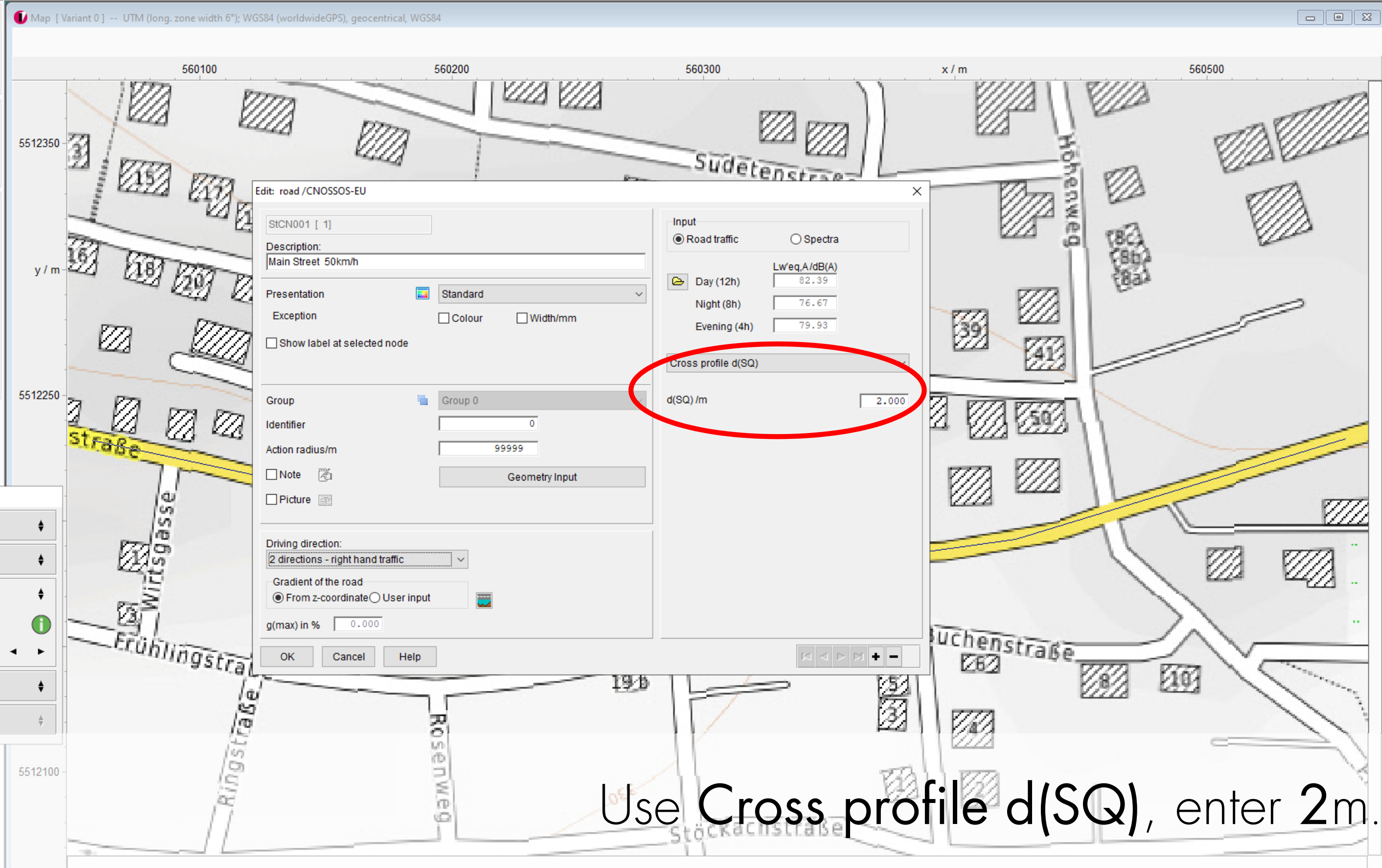
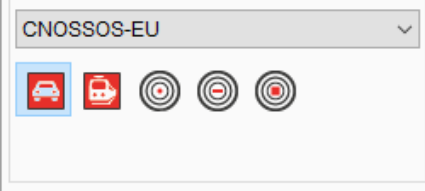
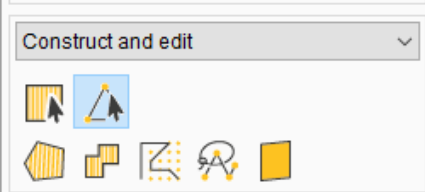
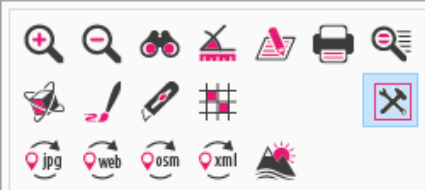


Enter a name – **Main street 50 km/h** und choose **Road traffic** as an input field. Click on the yellow button for opening the input dialog box for entering traffic data.





From the road surface dropdown menu, choose **Reference road surface CNOSSOS-EU**. Enter some vehicle data for each time period. Due to the speed limit of 50 km/h, type 50 in the first field and then click on the button to the left of it to apply the value to all time periods and vehicle categories. Confirm with **OK**.



Edit: road /CNOSSOS-EU

StCN001 [ 1 ]

Description: Main Street 50km/h

Presentation: Standard

Exception:  Colour  Width/mm

Show label at selected node

Group: Group 0

Identifier: 0

Action radius/m: 99999

Note  Picture

Geometry Input

Driving direction: 2 directions - right hand traffic

Gradient of the road:  From z-coordinate  User input

g(max) in %: 0.000

Input:  Road traffic  Spectra

	Lw <sub>eq,A</sub> /dB(A)
Day (12h)	82.39
Night (8h)	76.67
Evening (4h)	79.93

Cross profile d(SQ)

d(SQ) /m: 2.000

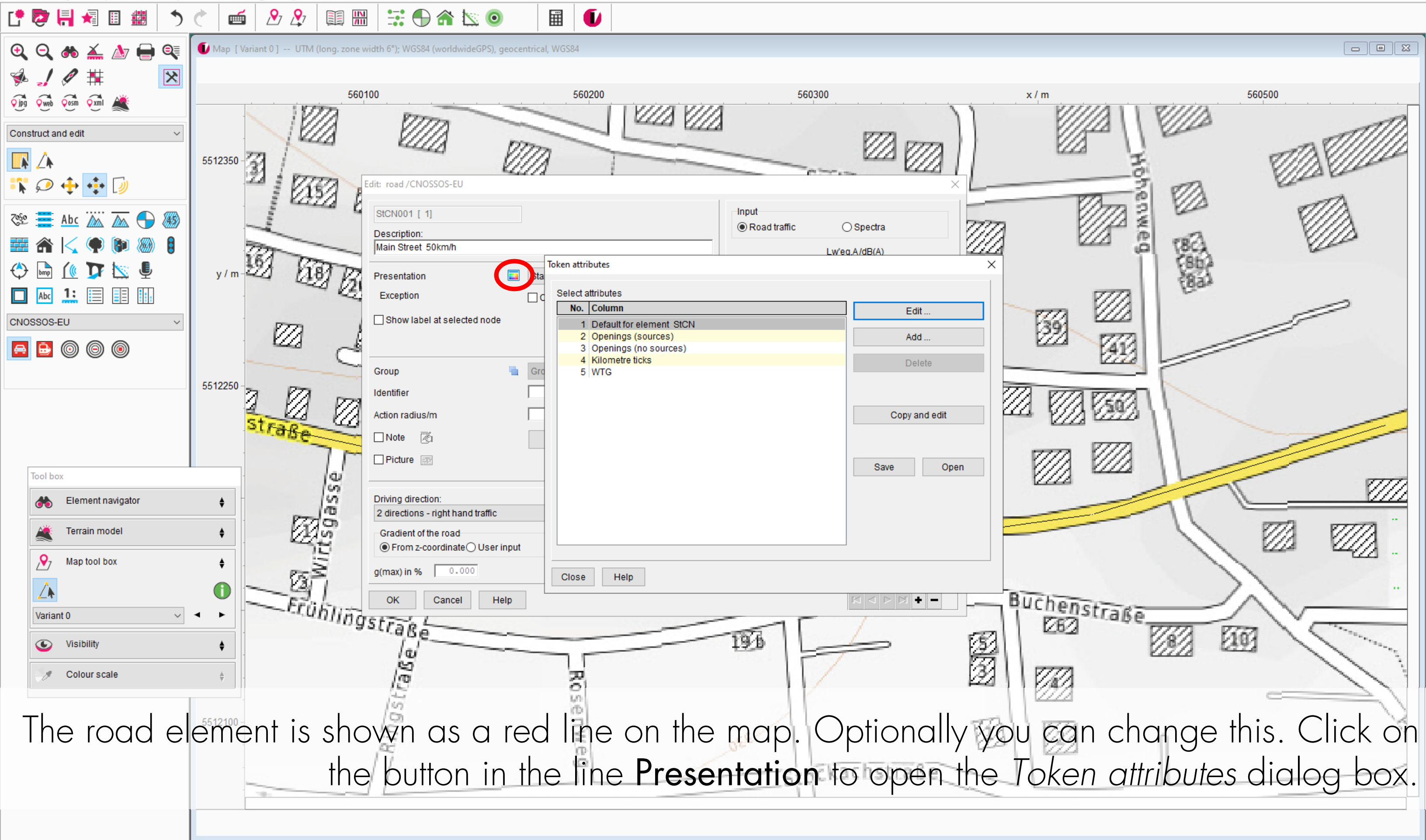
OK Cancel Help

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

Use Cross profile d(SQ), enter 2m.





The screenshot displays the IMMI 2019 beta software interface. The main window shows a map of a street network with a road element highlighted in yellow. The map is titled "Map [ Variant 0 ] -- UTM (long. zone width 6°); WGS84 (worldwideGPS), geocentric, WGS84". The map shows a street network with labels such as "Hohenweg", "Buchenstraße", "Frühlingstraße", "Wirtsgasse", and "Rosengasse". The map coordinates are displayed as x/m (560100 to 560500) and y/m (5512100 to 5512350).

Two dialog boxes are open:

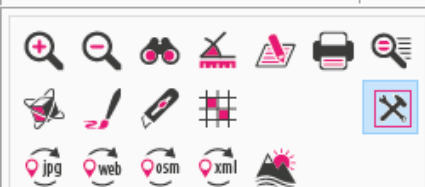
- Edit: road /CNOSSOS-EU**: This dialog box is used to edit the properties of the selected road element. It includes fields for "StCN001 [ 1]", "Description: Main Street 50km/h", "Presentation" (with a red circle around the "Presentation" button), "Exception", "Group", "Identifier", "Action radius/m", "Driving direction: 2 directions - right hand traffic", "Gradient of the road" (set to "From z-coordinate"), and "g(max) in %" (set to 0.000). Buttons for "OK", "Cancel", and "Help" are at the bottom.
- Token attributes**: This dialog box is used to select attributes for the road element. It has a "Select attributes" tab with a table of attributes:

No.	Column
1	Default for element StCN
2	Openings (sources)
3	Openings (no sources)
4	Kilometre ticks
5	WTG

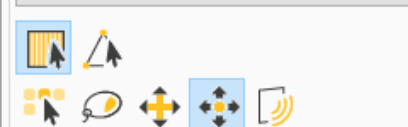
Buttons for "Edit...", "Add...", "Delete", "Copy and edit", "Save", and "Open" are on the right side of the dialog box. Buttons for "Close" and "Help" are at the bottom.

The road element is shown as a red line on the map. Optionally you can change this. Click on the button in the line **Presentation** to open the *Token attributes* dialog box.

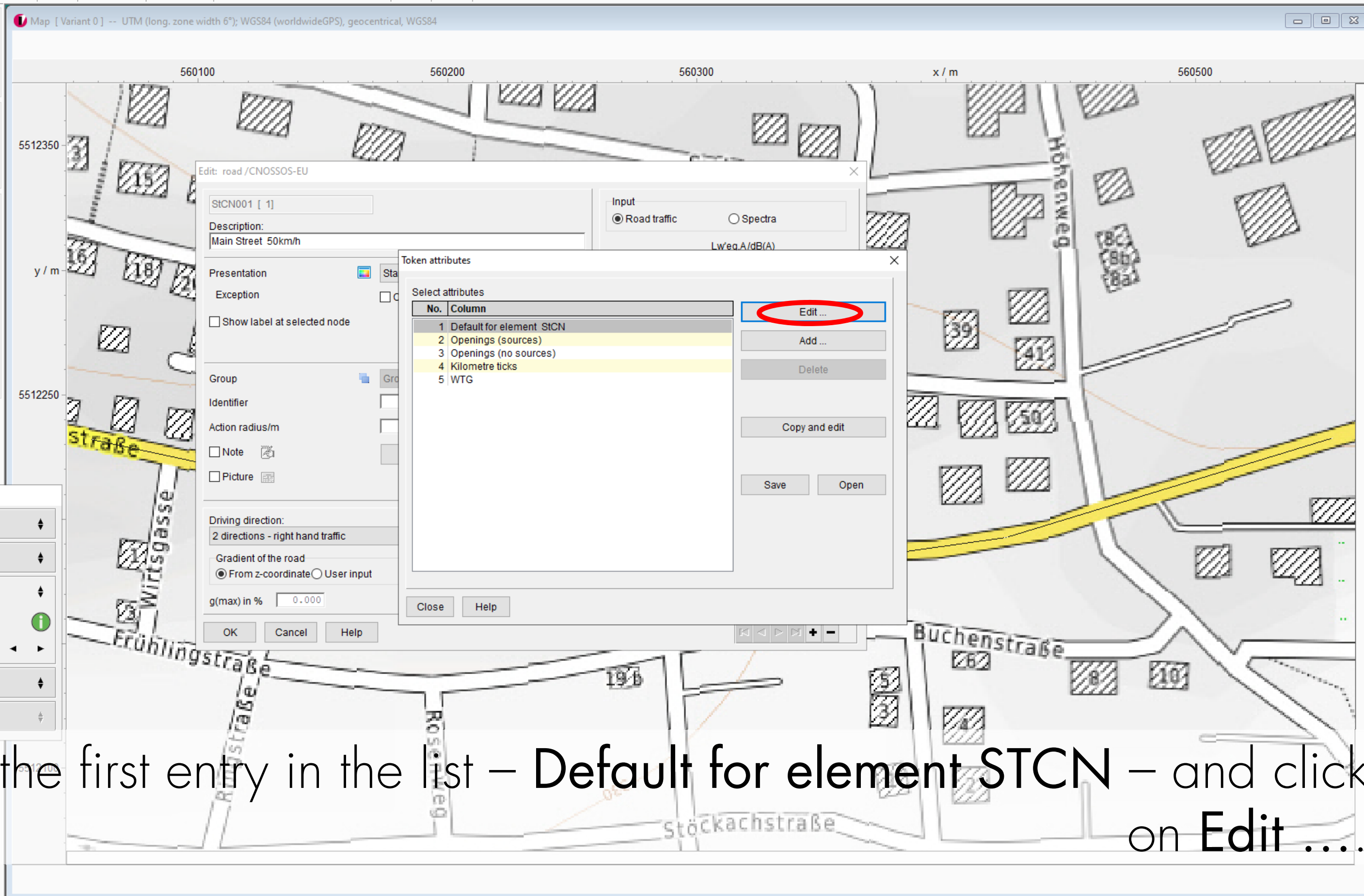




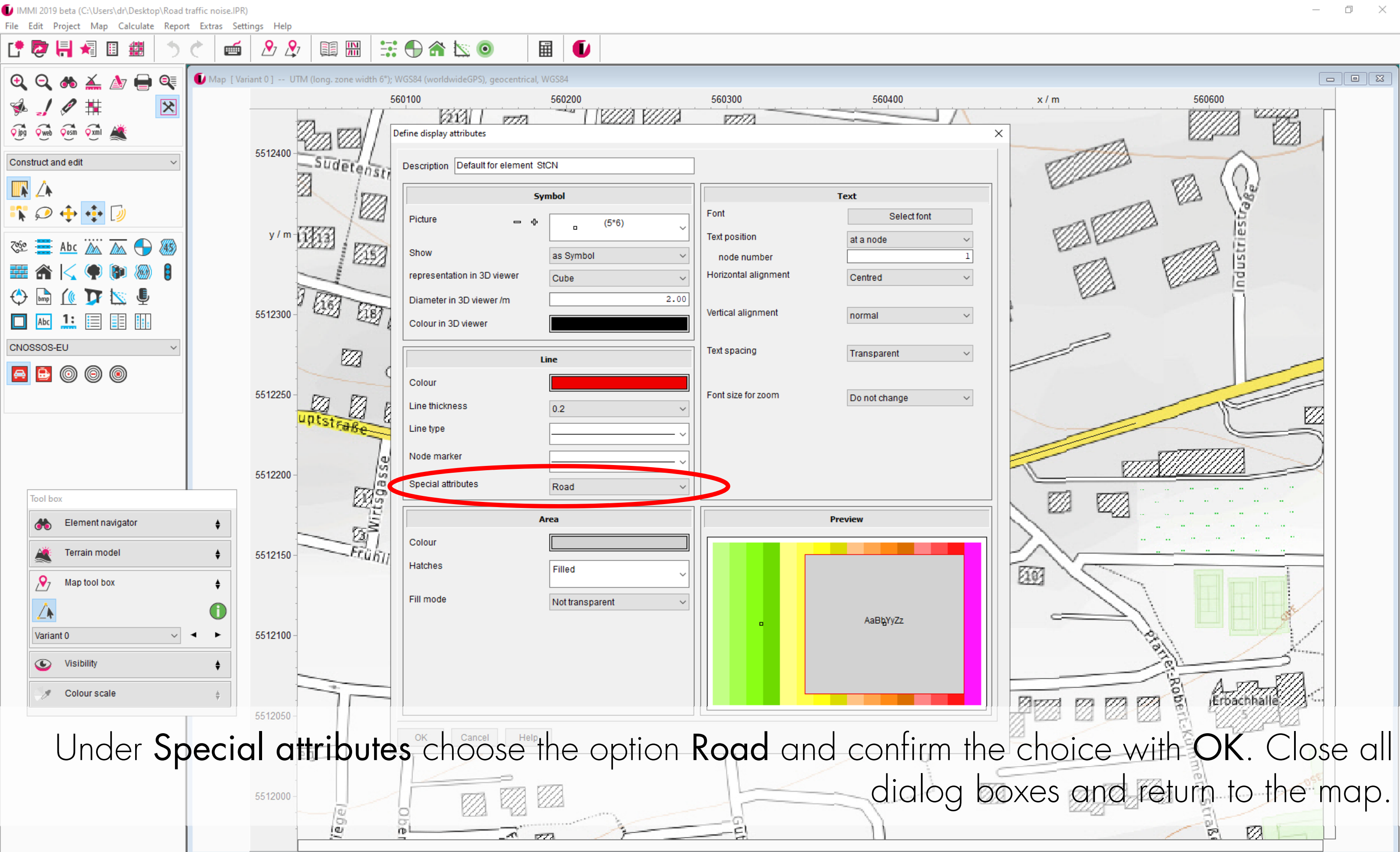
Construct and edit



CNOSSOS-EU

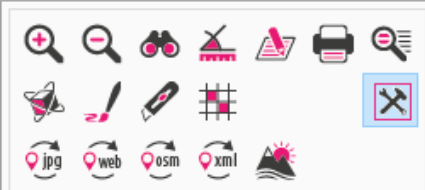


Choose the first entry in the list – **Default for element STCN** – and click on **Edit ....**

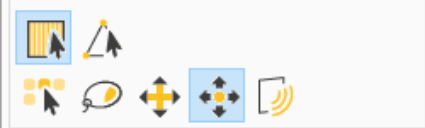


Under **Special attributes** choose the option **Road** and confirm the choice with **OK**. Close all dialog boxes and return to the map.





Construct and edit

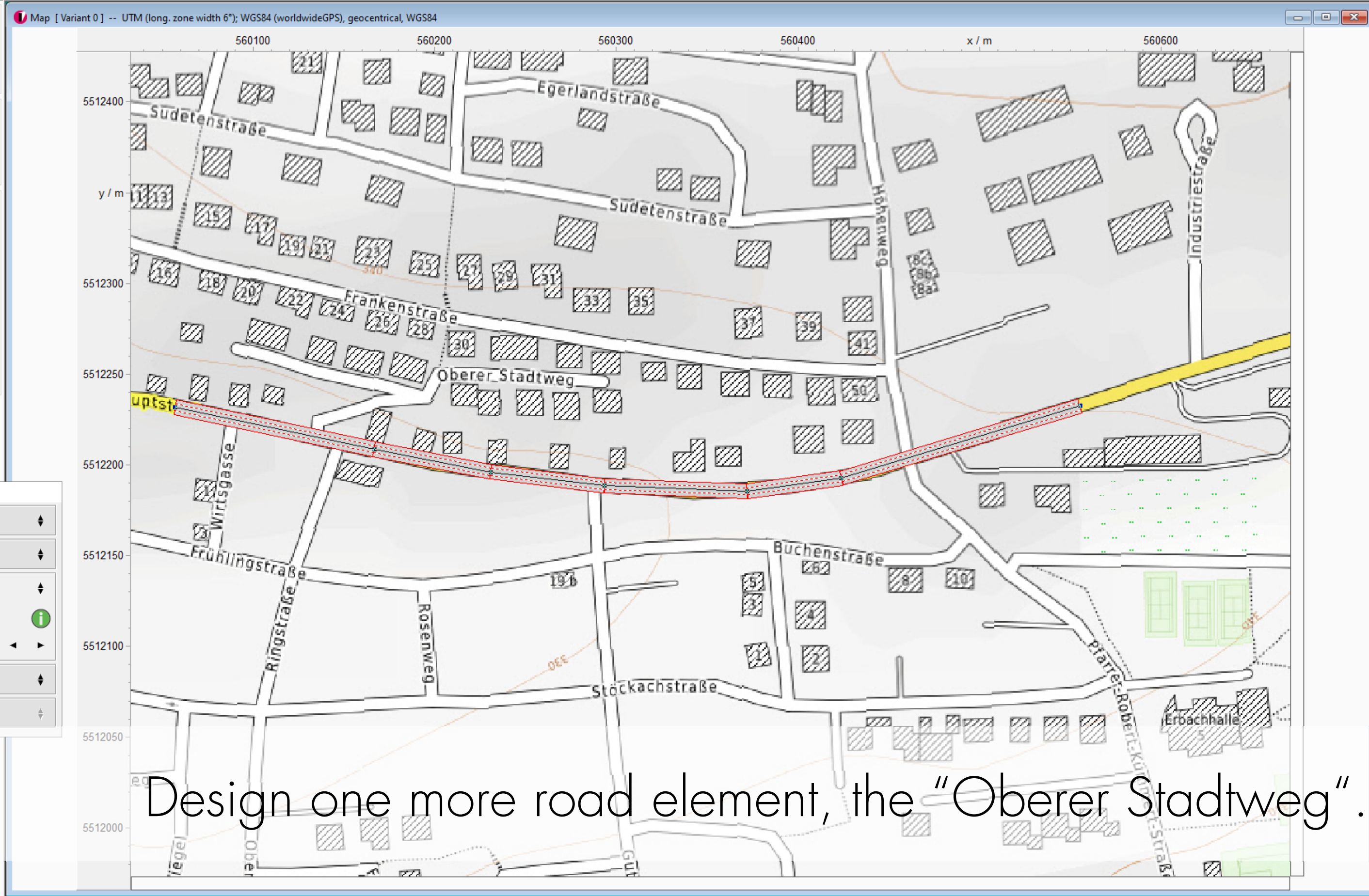


CNOSSOS-EU



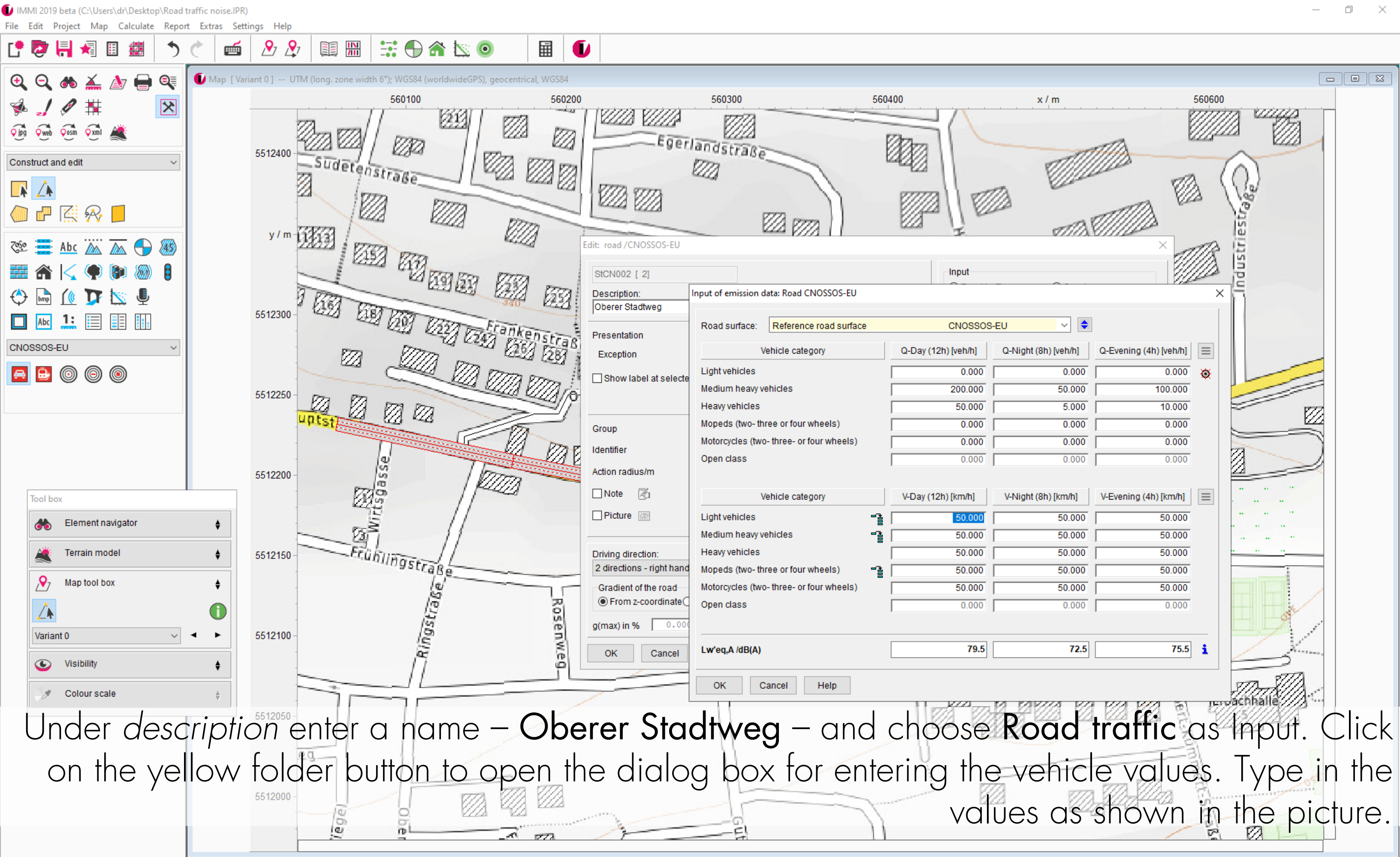
Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

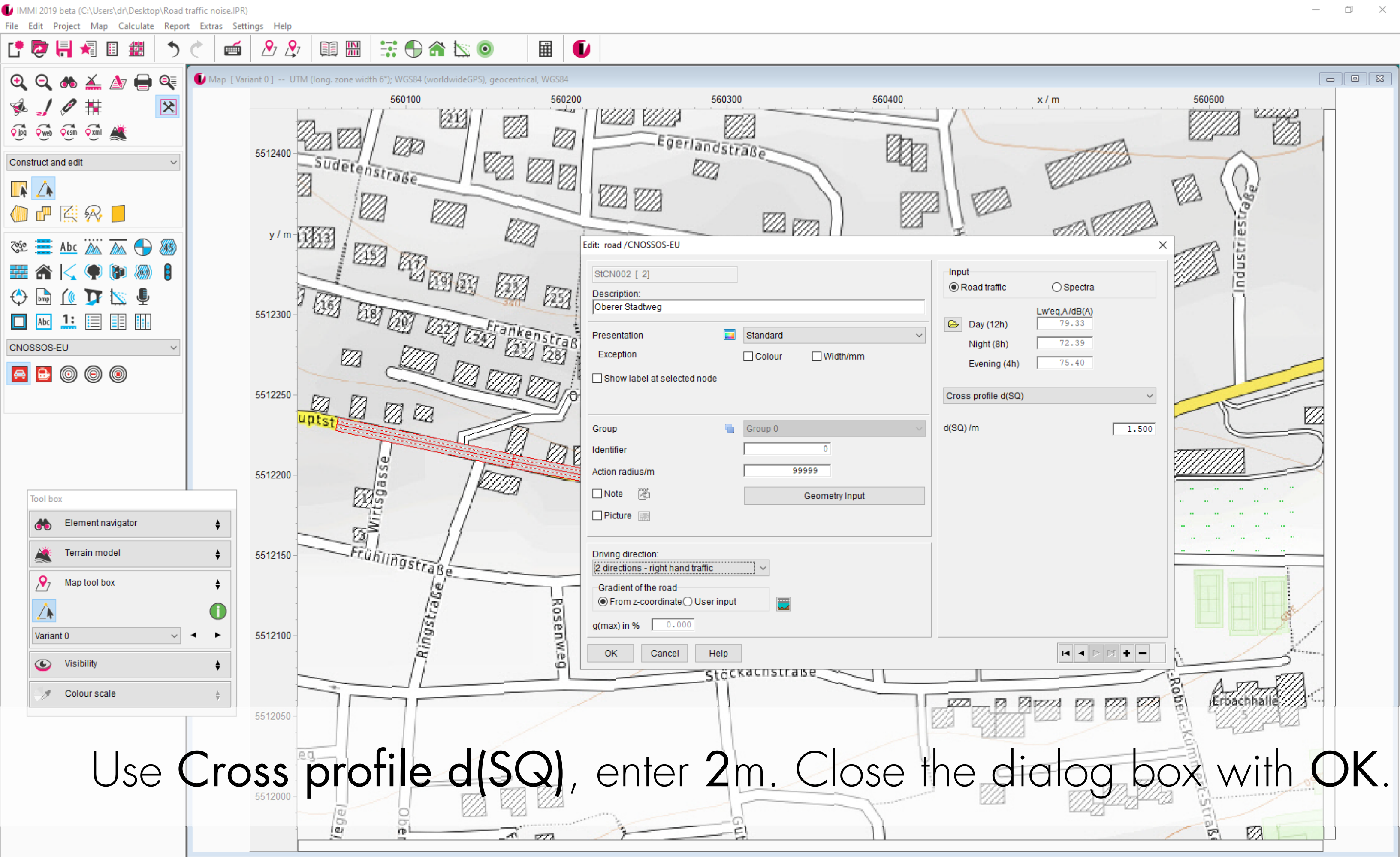


Design one more road element, the "Oberer Stadtweg".



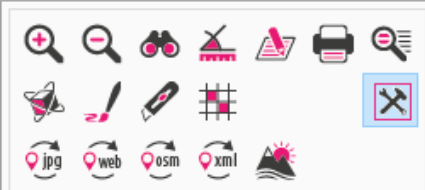


Under *description* enter a name – **Oberer Stadtweg** – and choose **Road traffic** as Input. Click on the yellow folder button to open the dialog box for entering the vehicle values. Type in the values as shown in the picture.

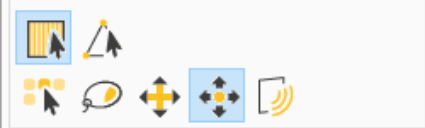


Use Cross profile d(SQ), enter 2m. Close the dialog box with OK.





Construct and edit

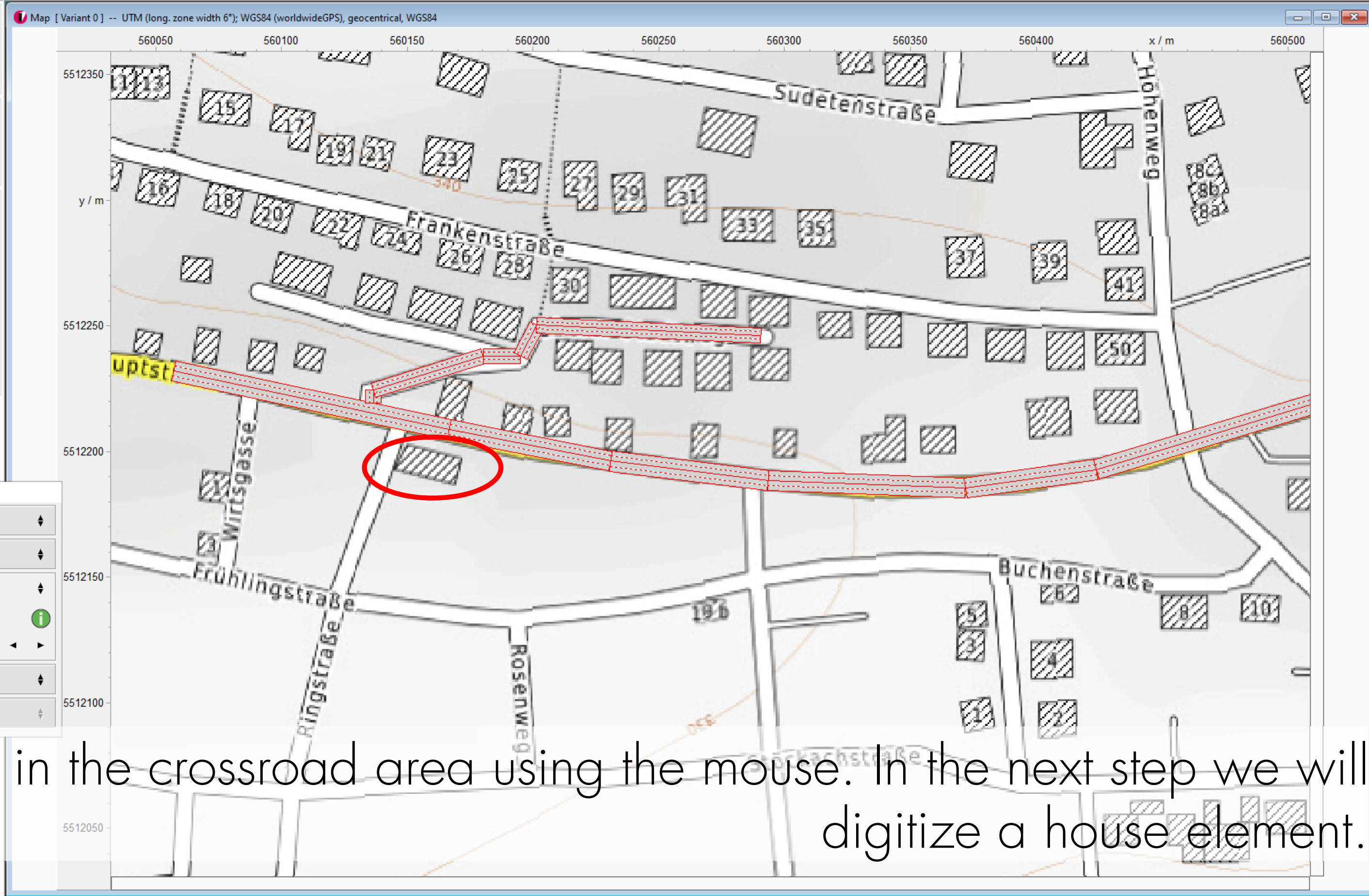


CNOSSOS-EU



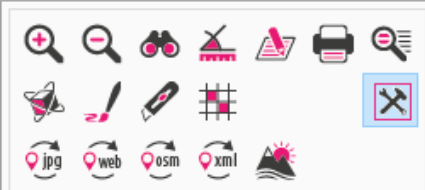
Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale



Zoom in the crossroad area using the mouse. In the next step we will digitize a house element.





Construct and edit



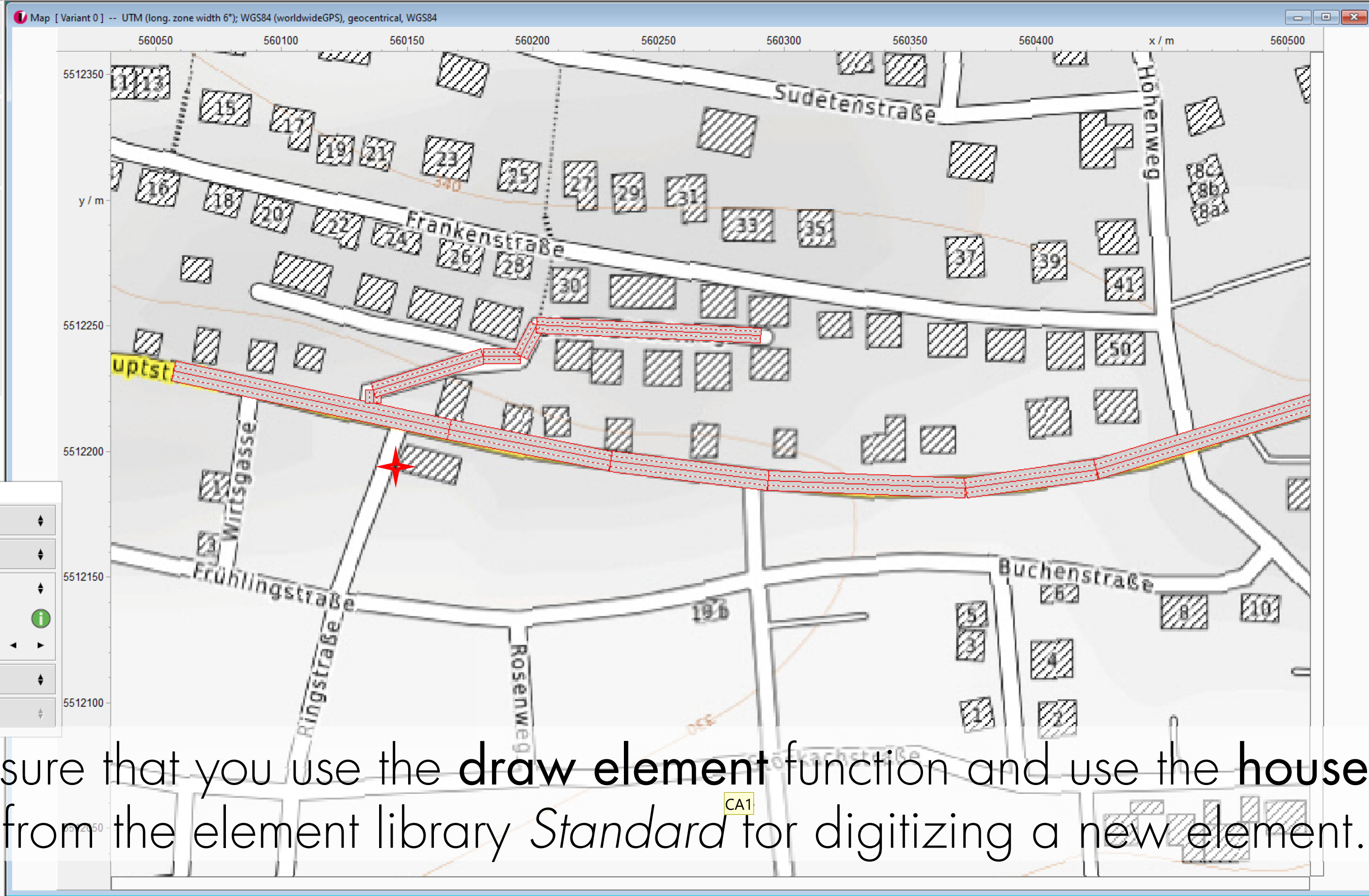
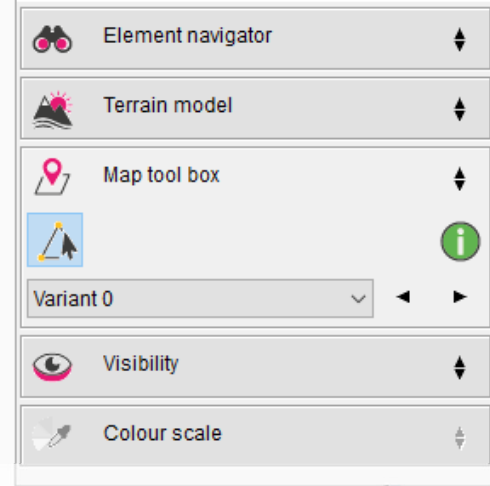
Abc



CNOSSOS-EU

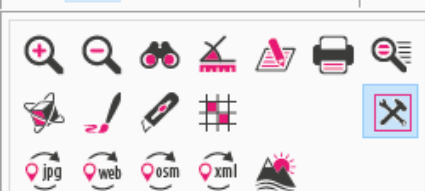


Tool box

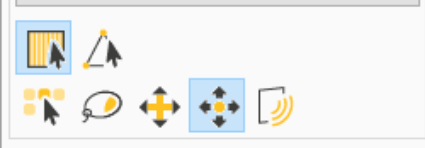


Be sure that you use the **draw element** function and use the **house element** from the element library *Standard* for digitizing a new element.

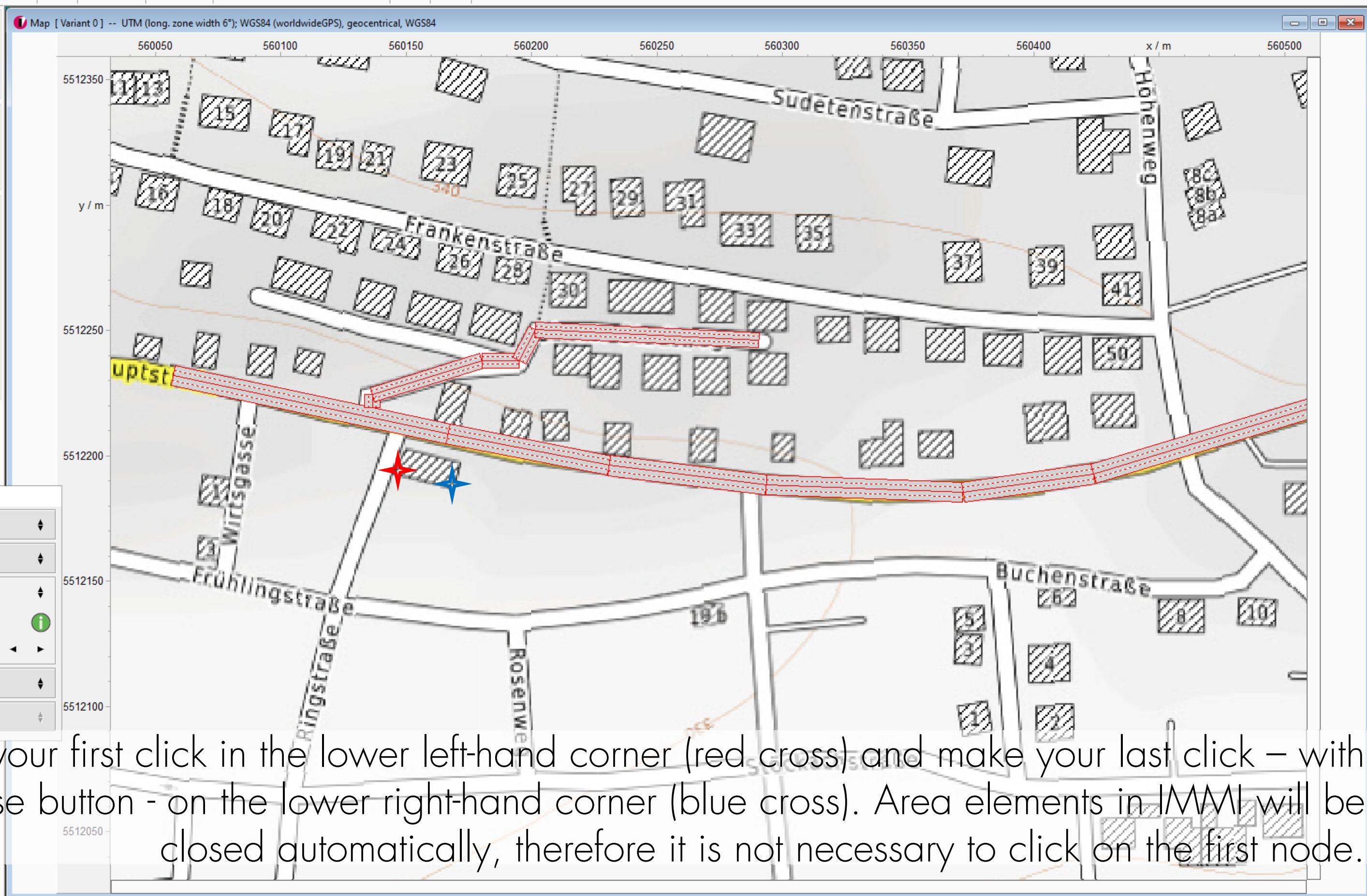




Construct and edit

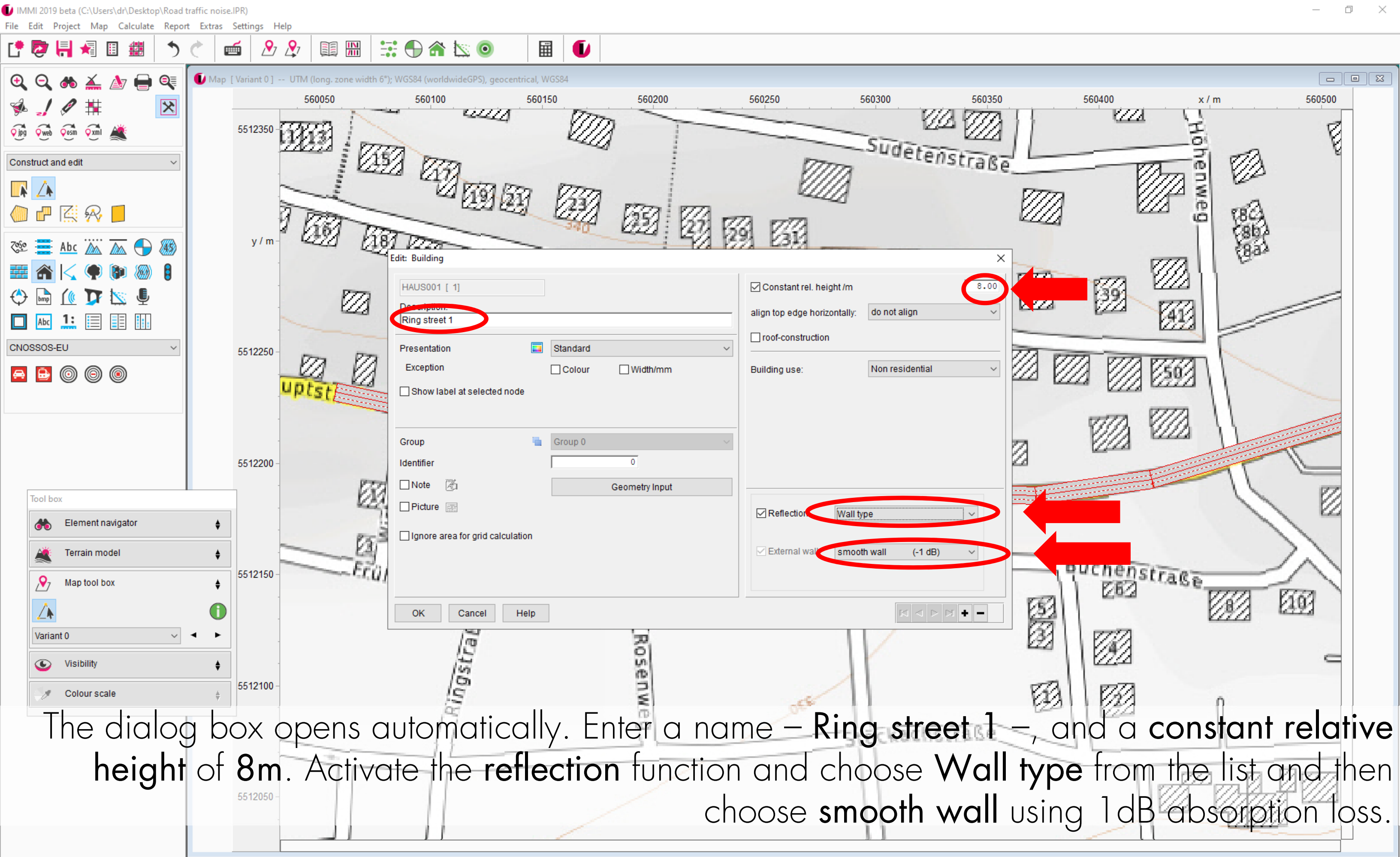


CNOSSOS-EU

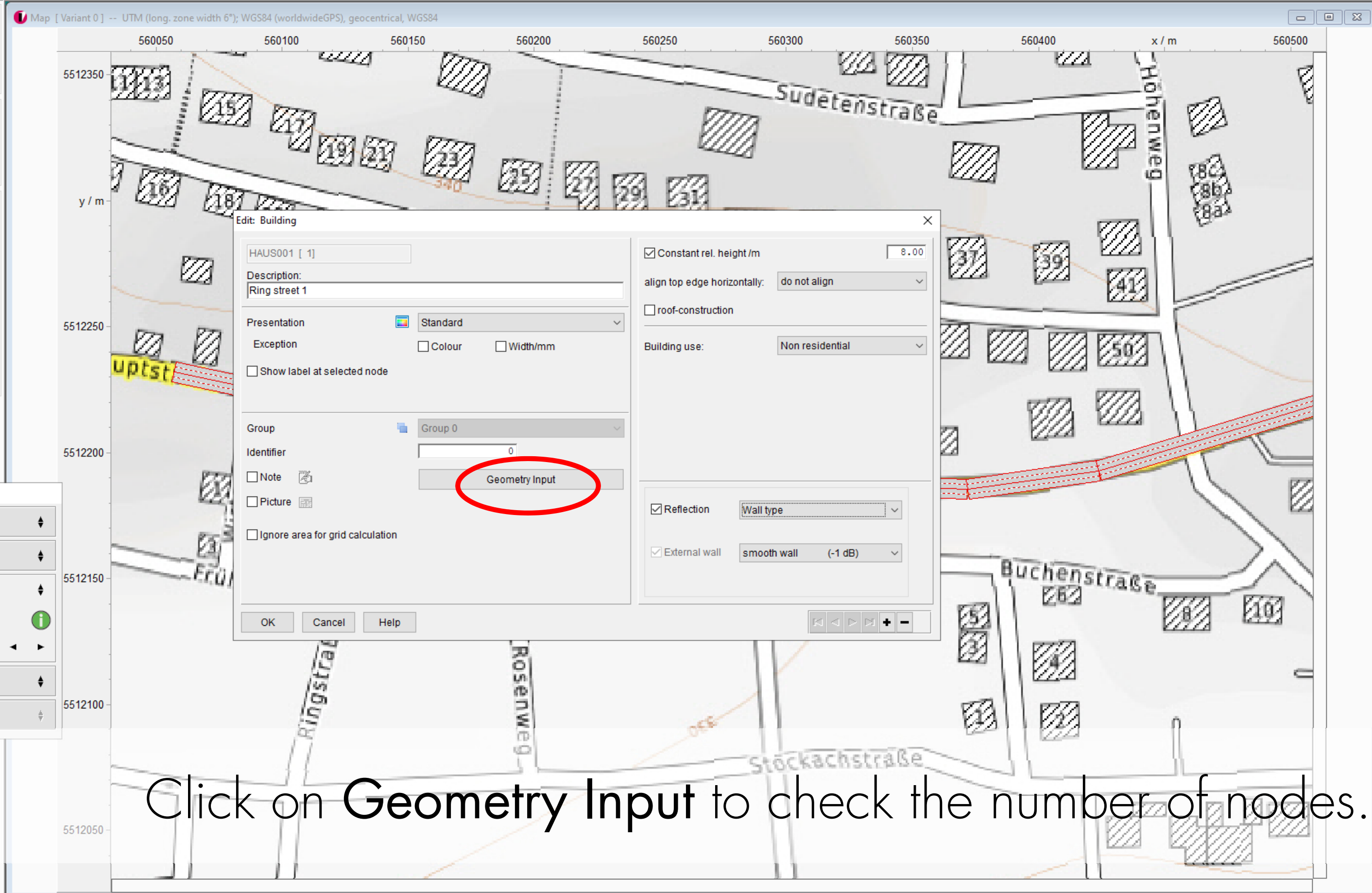
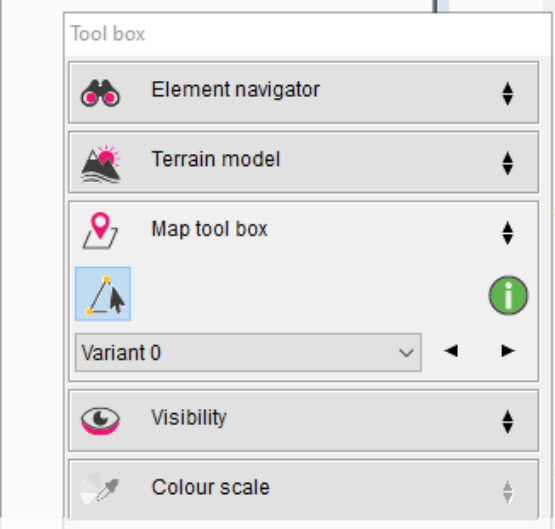
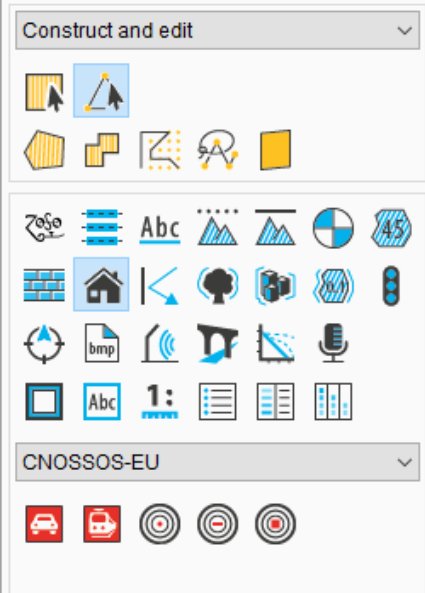
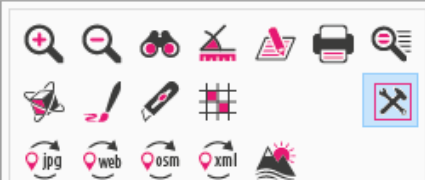


Start with your first click in the lower left-hand corner (red cross) and make your last click – with right mouse button - on the lower right-hand corner (blue cross). Area elements in IMMI will be closed automatically, therefore it is not necessary to click on the first node.





The dialog box opens automatically. Enter a name – **Ring street 1** –, and a **constant relative height** of **8m**. Activate the **reflection** function and choose **Wall type** from the list and then choose **smooth wall** using 1 dB absorption loss.



**Edit: Building**

HAUS001 [ 1 ]

Description: Ring street 1

Presentation: Standard

Exception:  Colour  Width/mm

Show label at selected node

Group: Group 0

Identifier: 0

Note  Picture  Ignore area for grid calculation

Constant rel. height /m: 8.00

align top edge horizontally: do not align

roof-construction

Building use: Non residential

Reflection: Wall type

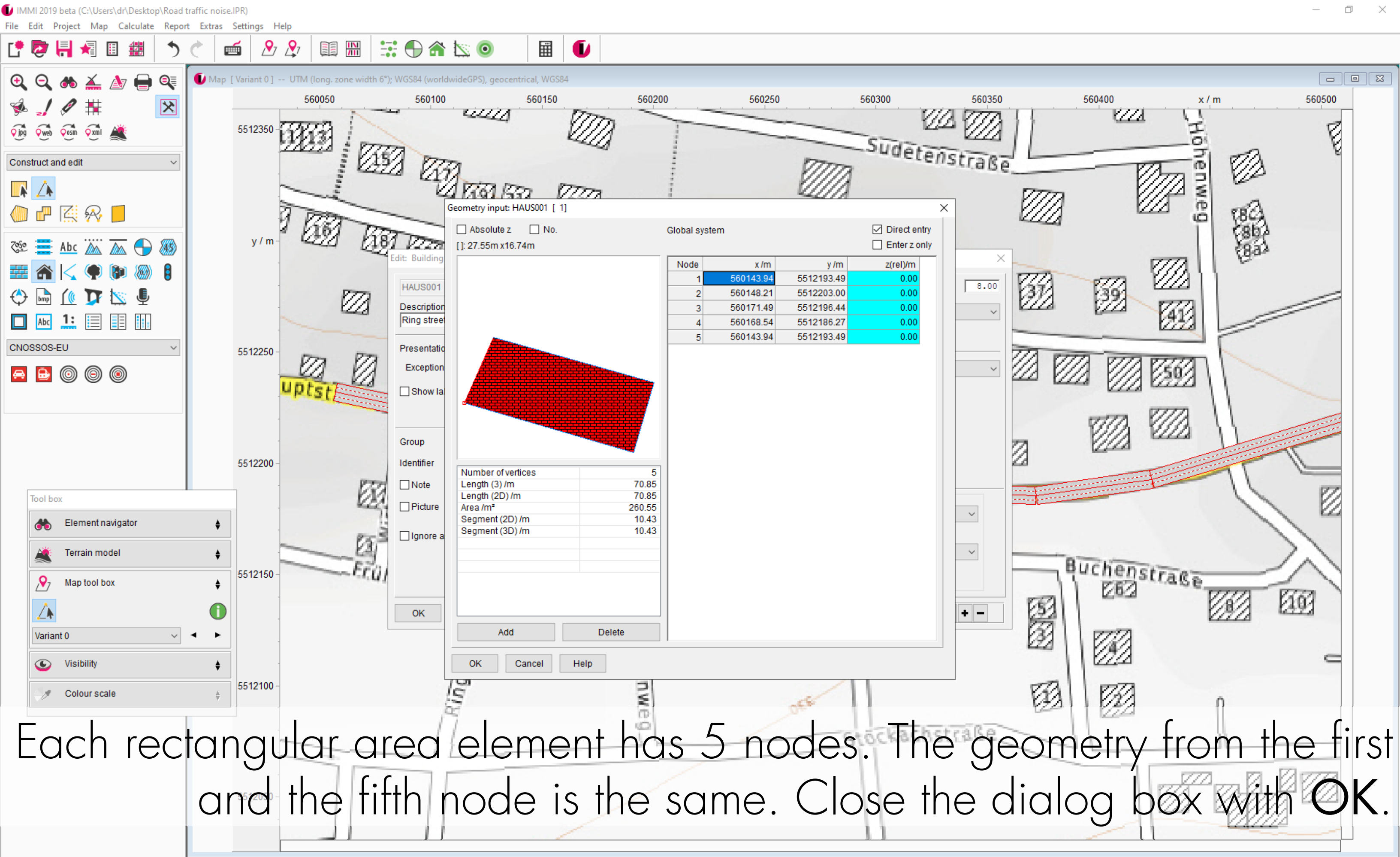
External wall: smooth wall (-1 dB)

OK Cancel Help

**Geometry Input**

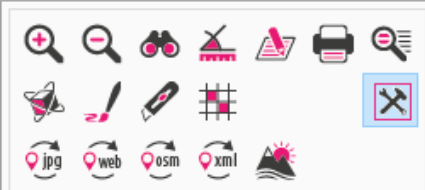
Click on **Geometry Input** to check the number of nodes.





Each rectangular area element has 5 nodes. The geometry from the first and the fifth node is the same. Close the dialog box with **OK**.





Construct and edit

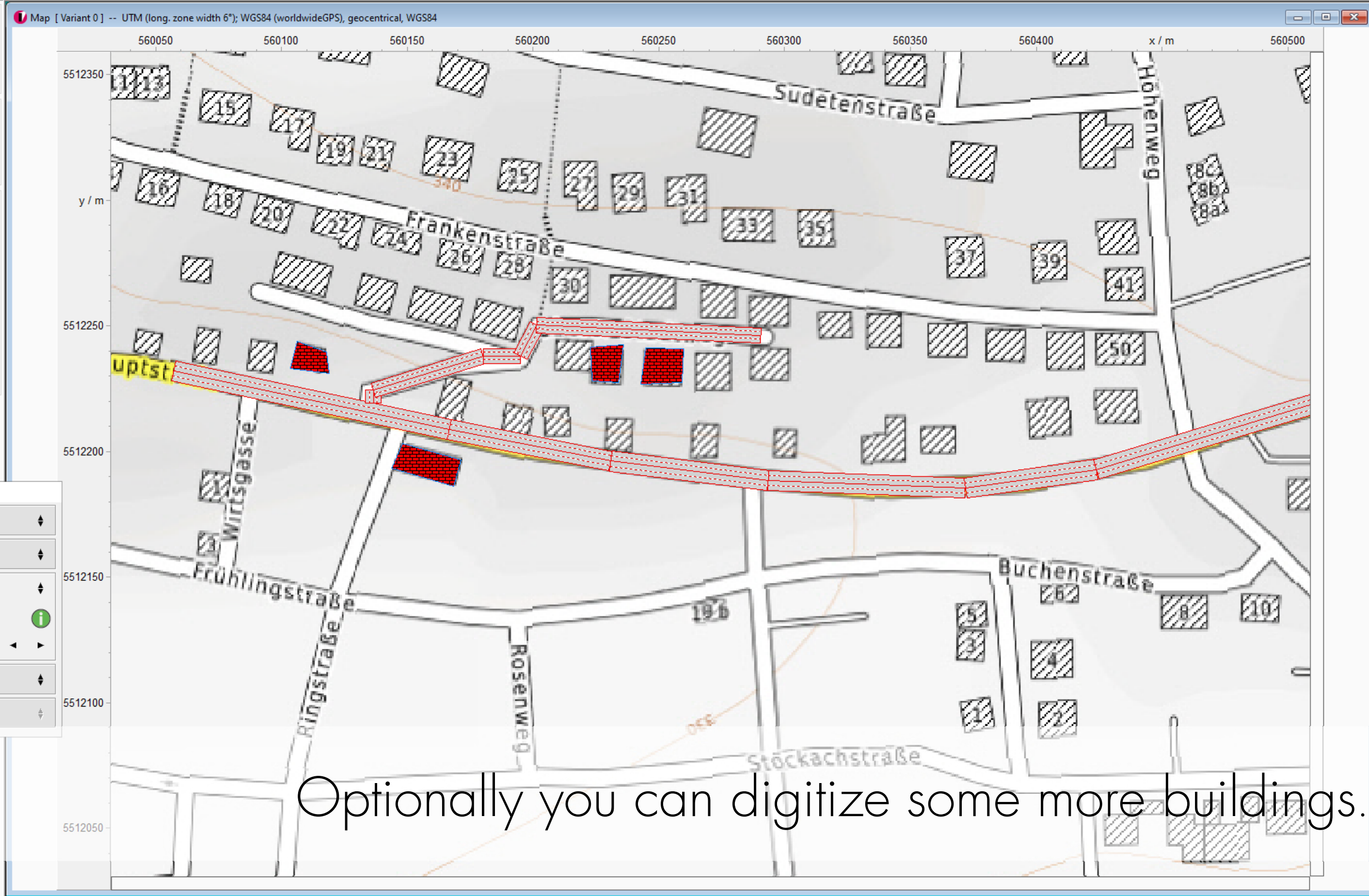


CNOSSOS-EU

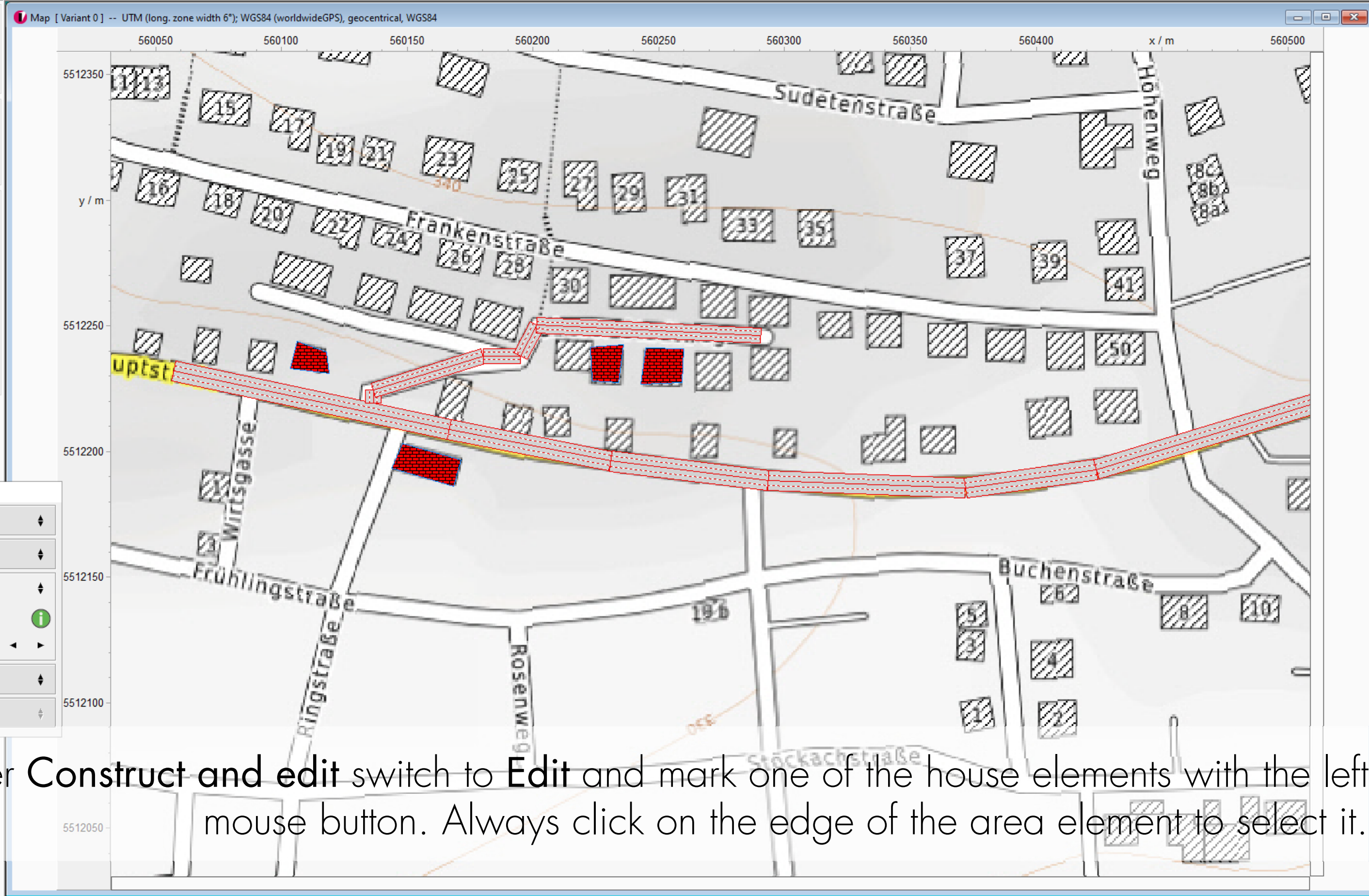
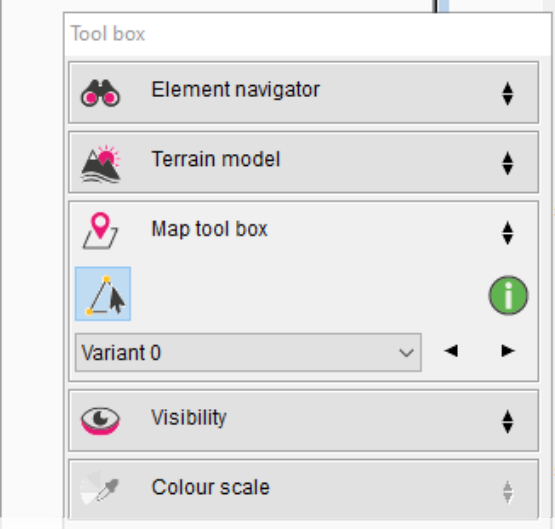
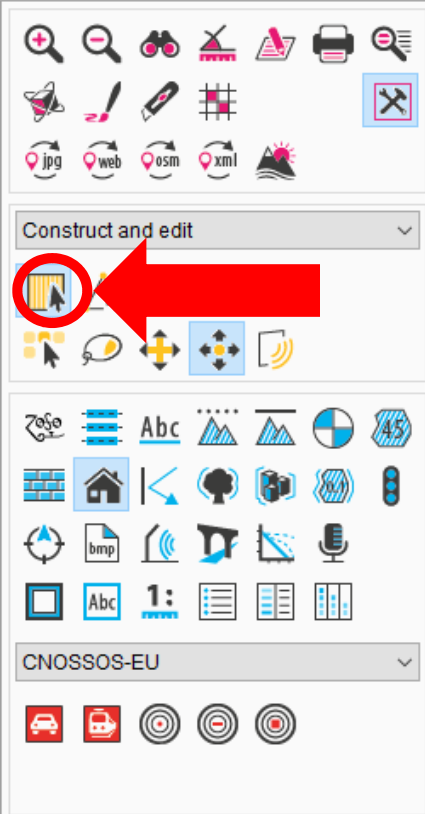


Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

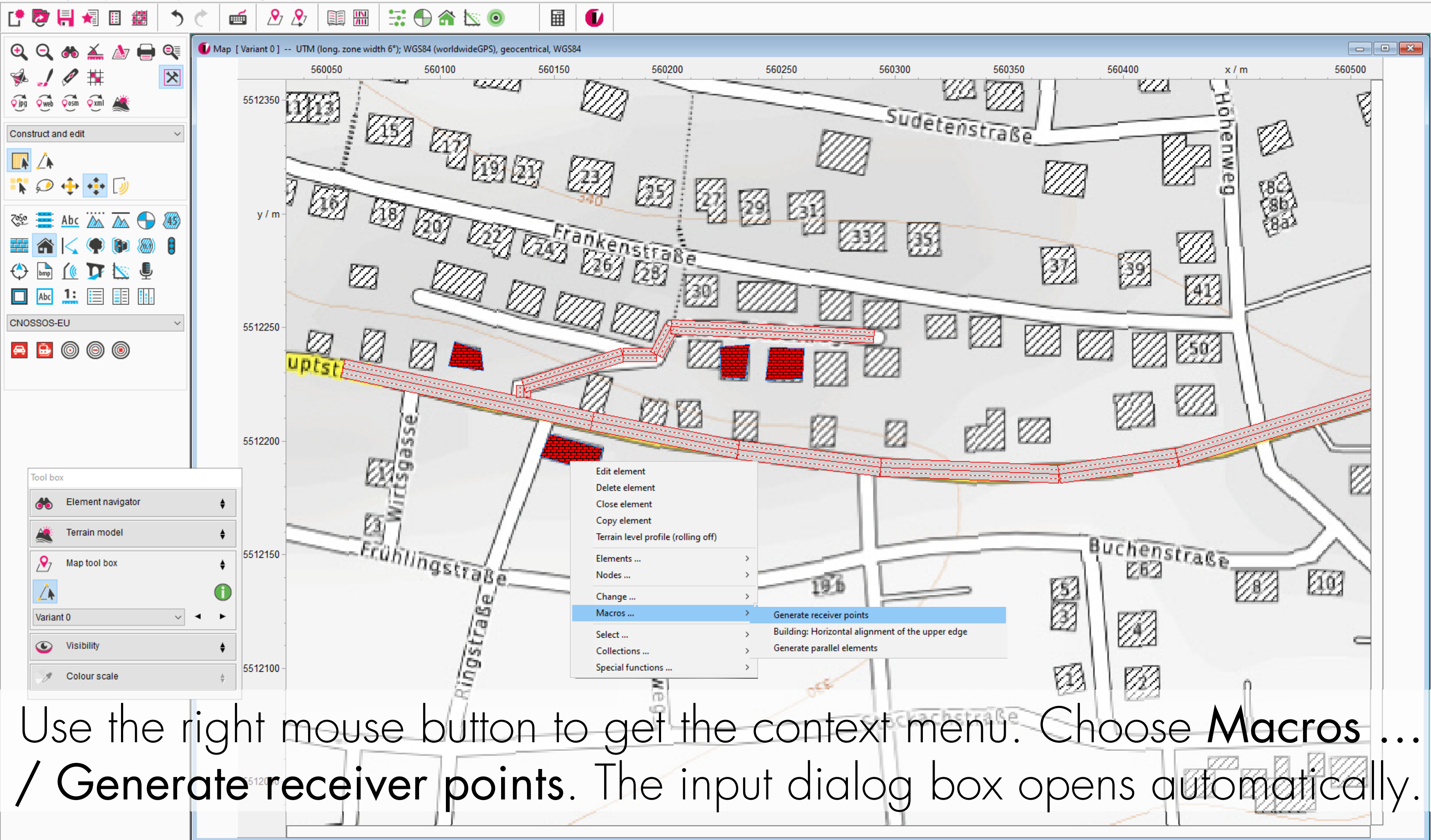


Optionally you can digitize some more buildings.



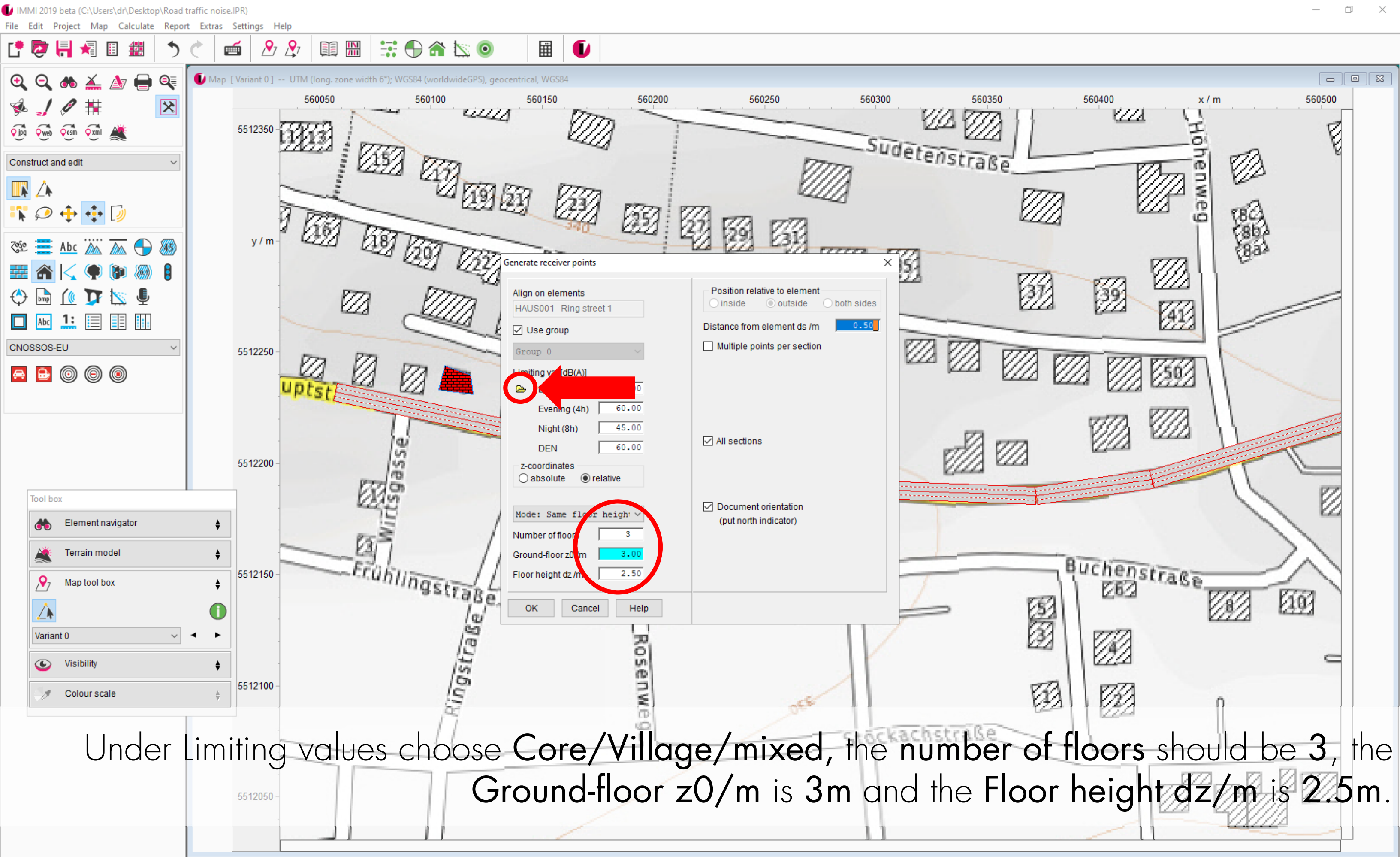
Under **Construct and edit** switch to **Edit** and mark one of the house elements with the left mouse button. Always click on the edge of the area element to select it.



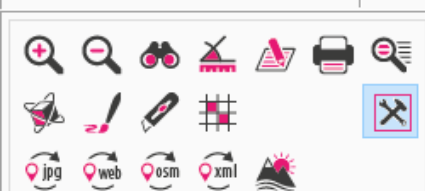


Use the right mouse button to get the context menu. Choose **Macros ...** / **Generate receiver points**. The input dialog box opens automatically.





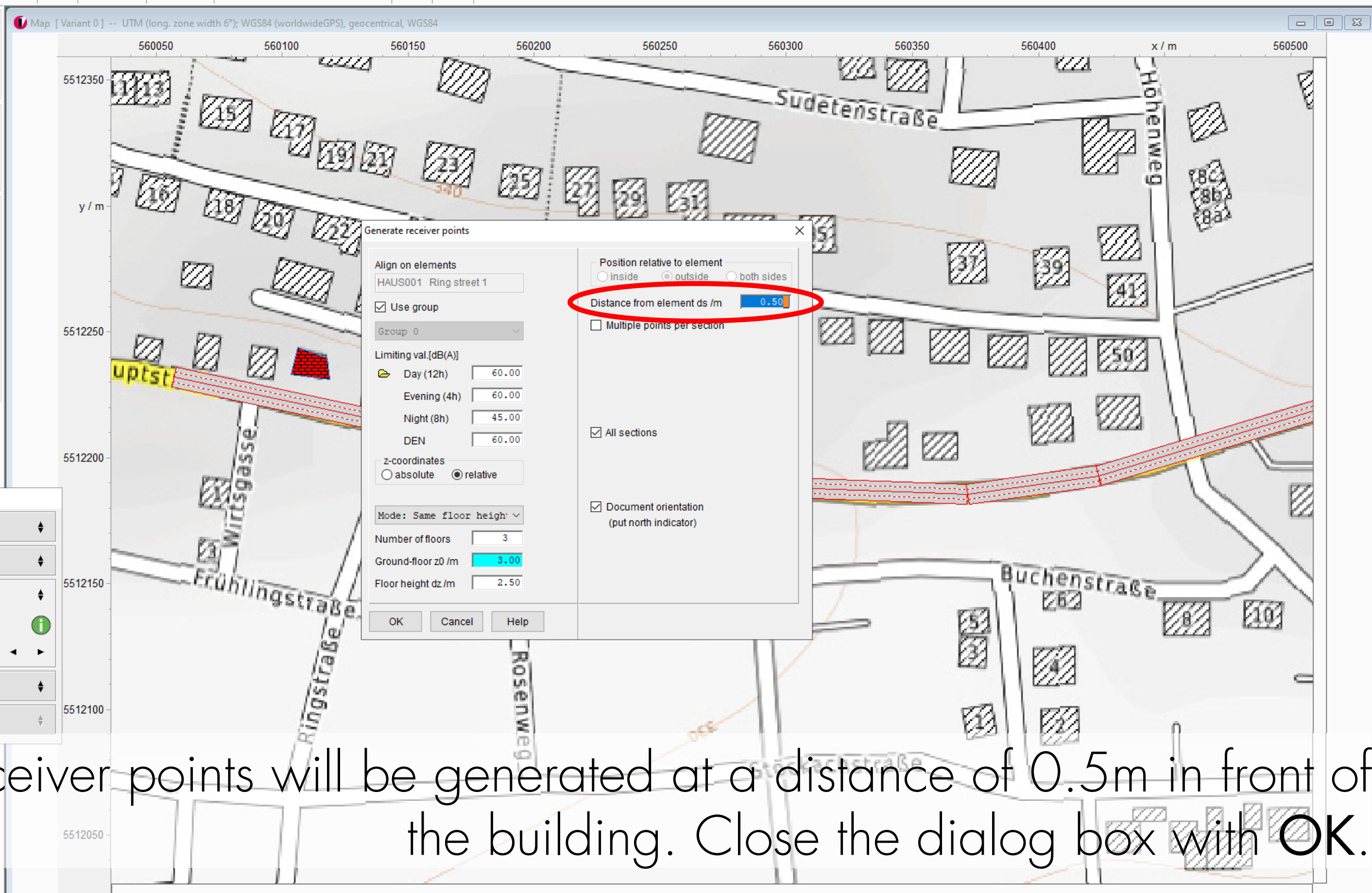
Under Limiting values choose Core/Village/mixed, the number of floors should be 3, the Ground-floor z0/m is 3m and the Floor height dz/m is 2.5m.



Construct and edit

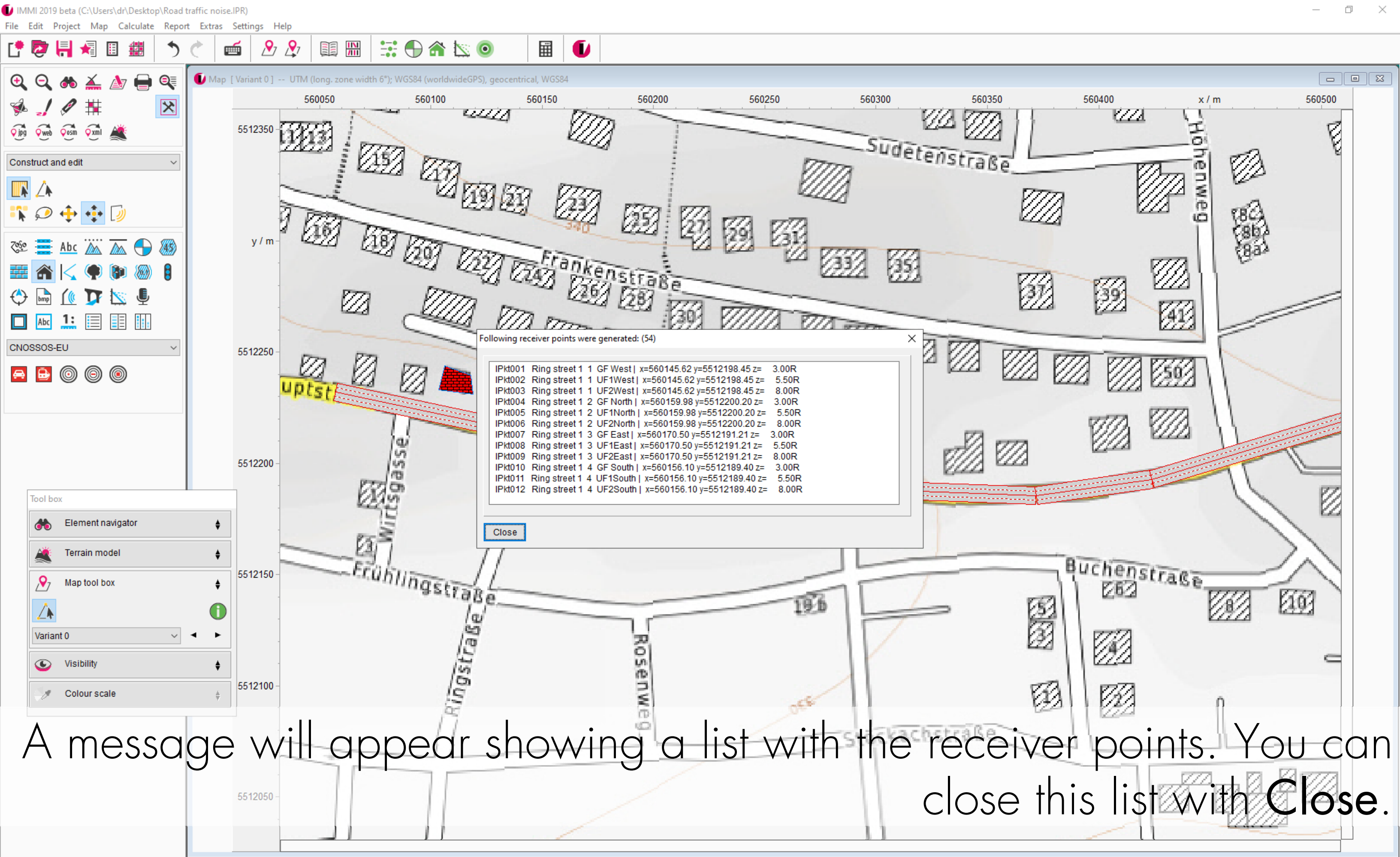


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The receiver points will be generated at a distance of 0.5m in front of the building. Close the dialog box with **OK**.



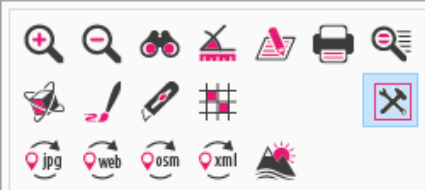


Following receiver points were generated: (54)

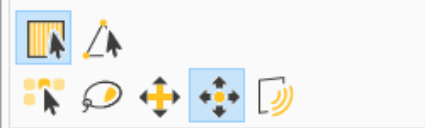
IPkt001	Ring street 1	1	GF West	x=560145.62	y=5512198.45	z= 3.00R
IPkt002	Ring street 1	1	UF1West	x=560145.62	y=5512198.45	z= 5.50R
IPkt003	Ring street 1	1	UF2West	x=560145.62	y=5512198.45	z= 8.00R
IPkt004	Ring street 1	2	GF North	x=560159.98	y=5512200.20	z= 3.00R
IPkt005	Ring street 1	2	UF1North	x=560159.98	y=5512200.20	z= 5.50R
IPkt006	Ring street 1	2	UF2North	x=560159.98	y=5512200.20	z= 8.00R
IPkt007	Ring street 1	3	GF East	x=560170.50	y=5512191.21	z= 3.00R
IPkt008	Ring street 1	3	UF1East	x=560170.50	y=5512191.21	z= 5.50R
IPkt009	Ring street 1	3	UF2East	x=560170.50	y=5512191.21	z= 8.00R
IPkt010	Ring street 1	4	GF South	x=560156.10	y=5512189.40	z= 3.00R
IPkt011	Ring street 1	4	UF1South	x=560156.10	y=5512189.40	z= 5.50R
IPkt012	Ring street 1	4	UF2South	x=560156.10	y=5512189.40	z= 8.00R

Close

A message will appear showing a list with the receiver points. You can close this list with **Close**.



Construct and edit

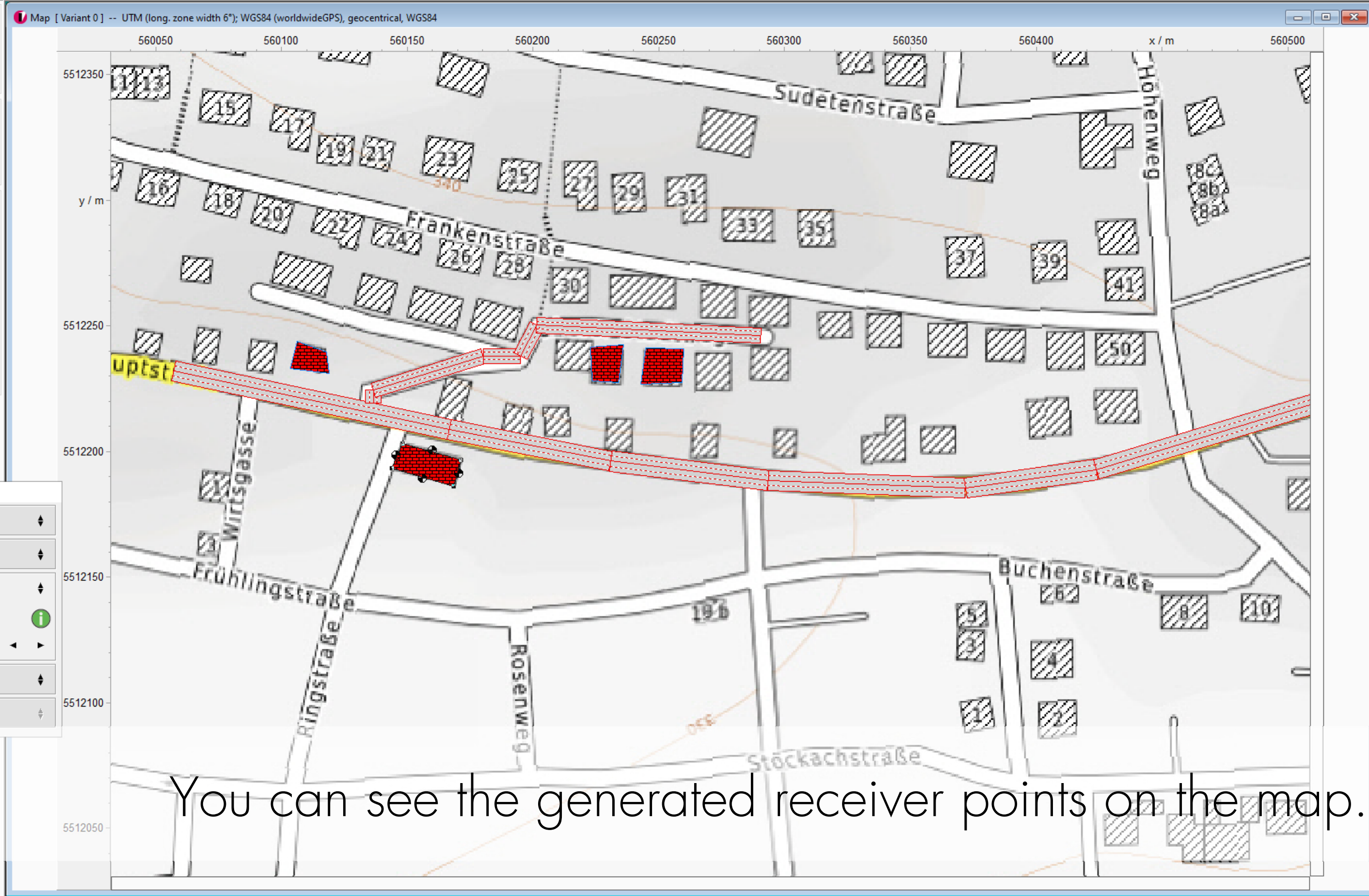


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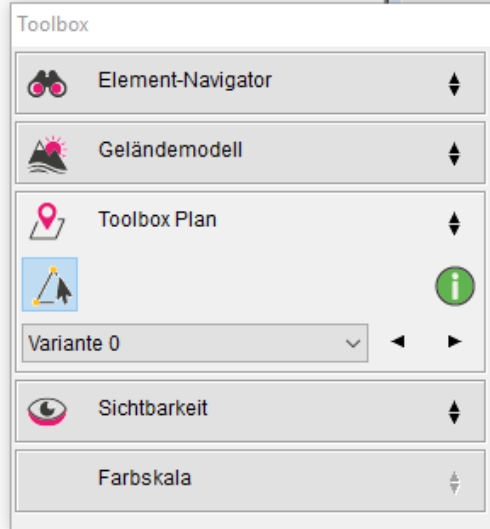
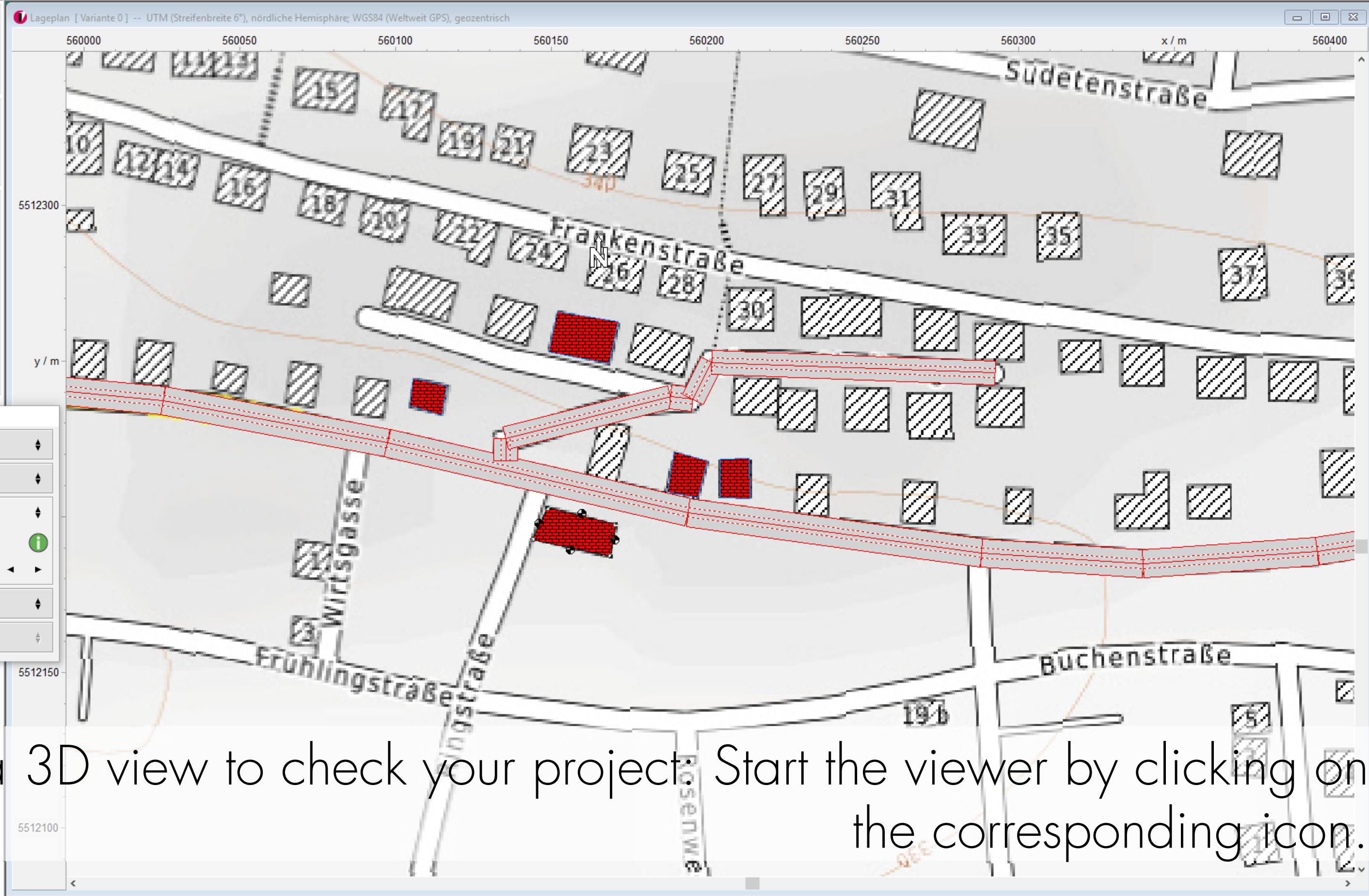
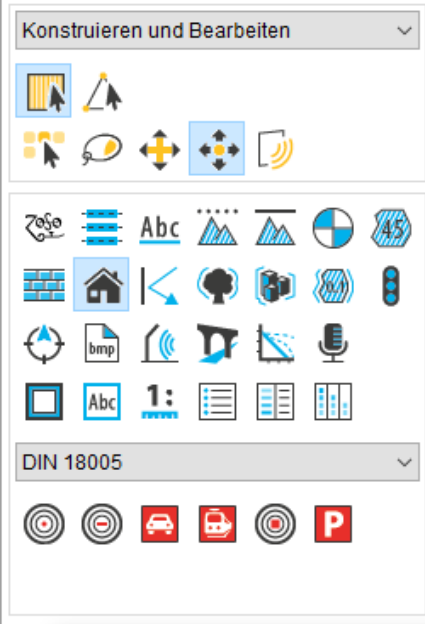
Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale



You can see the generated receiver points on the map.



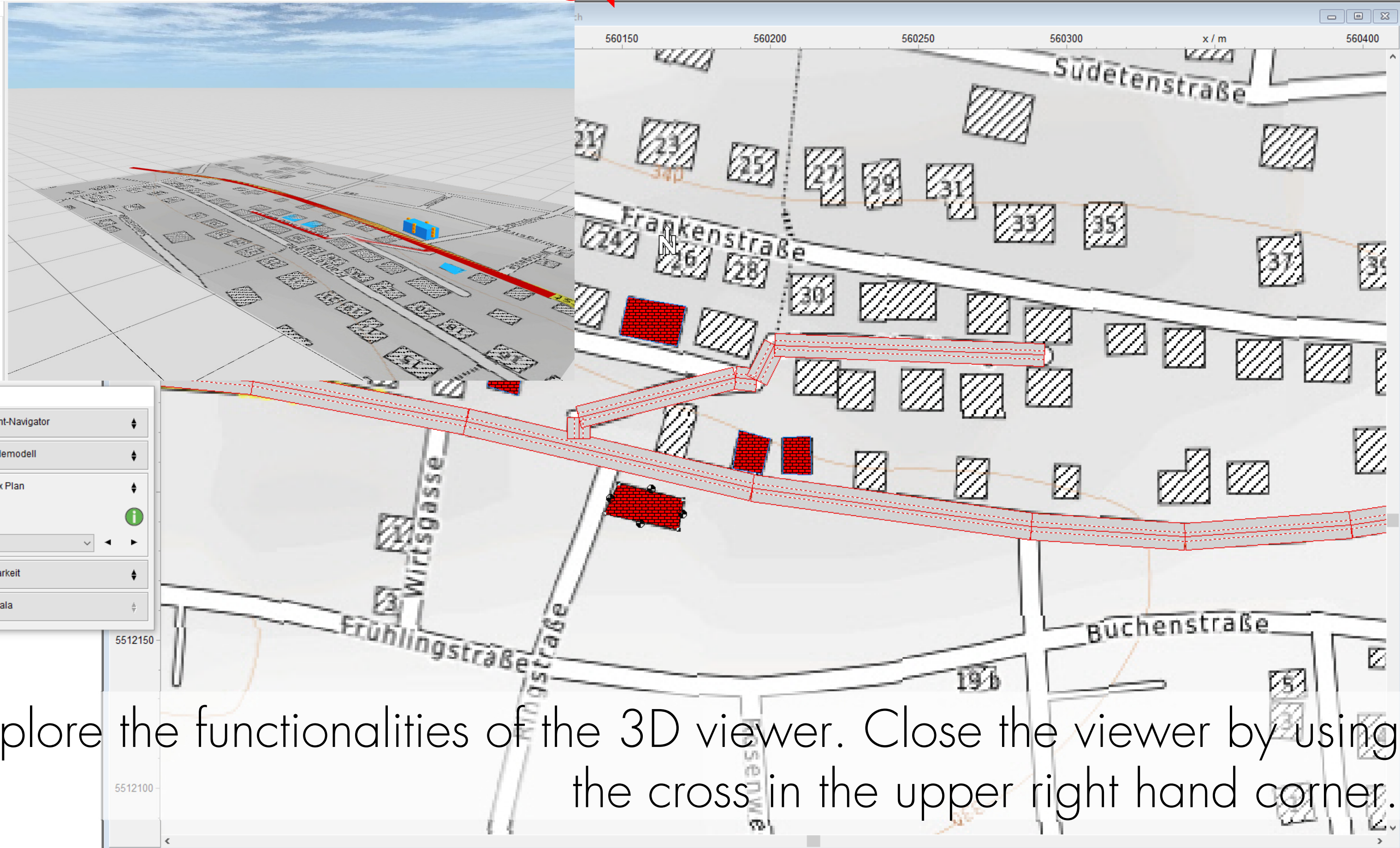


Get a 3D view to check your project. Start the viewer by clicking on the corresponding icon.

Vertical  
15  
Tilt  
0  
Horizontal  
134  
 Lights  
 Shadows  
30  
 Base plane  
 Wireframe  
 Edges  
 Reference point  
Scale Z (%)  
100  
Scale M (%)  
100

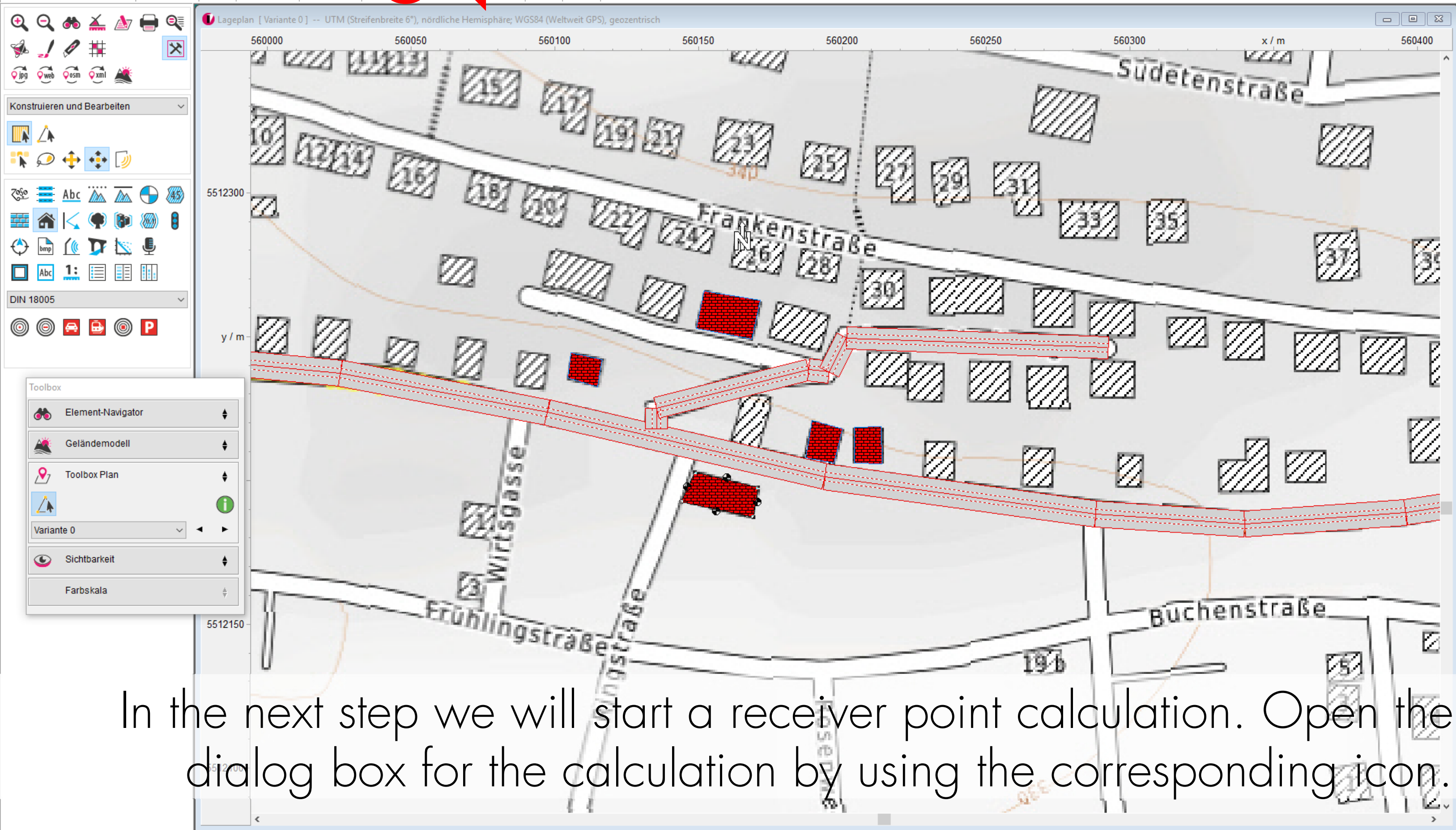
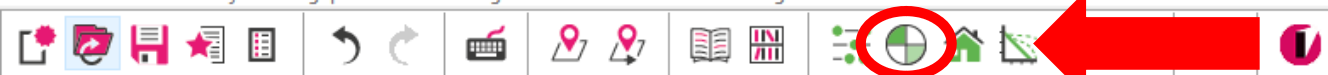
Toolbox

- Element-Navigator
- Geländemodell
- Toolbox Plan
- Variante 0
- Sichtbarkeit
- Farbskala

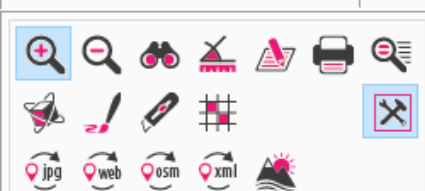


Explore the functionalities of the 3D viewer. Close the viewer by using the cross in the upper right hand corner.

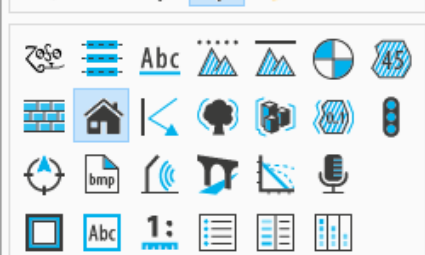




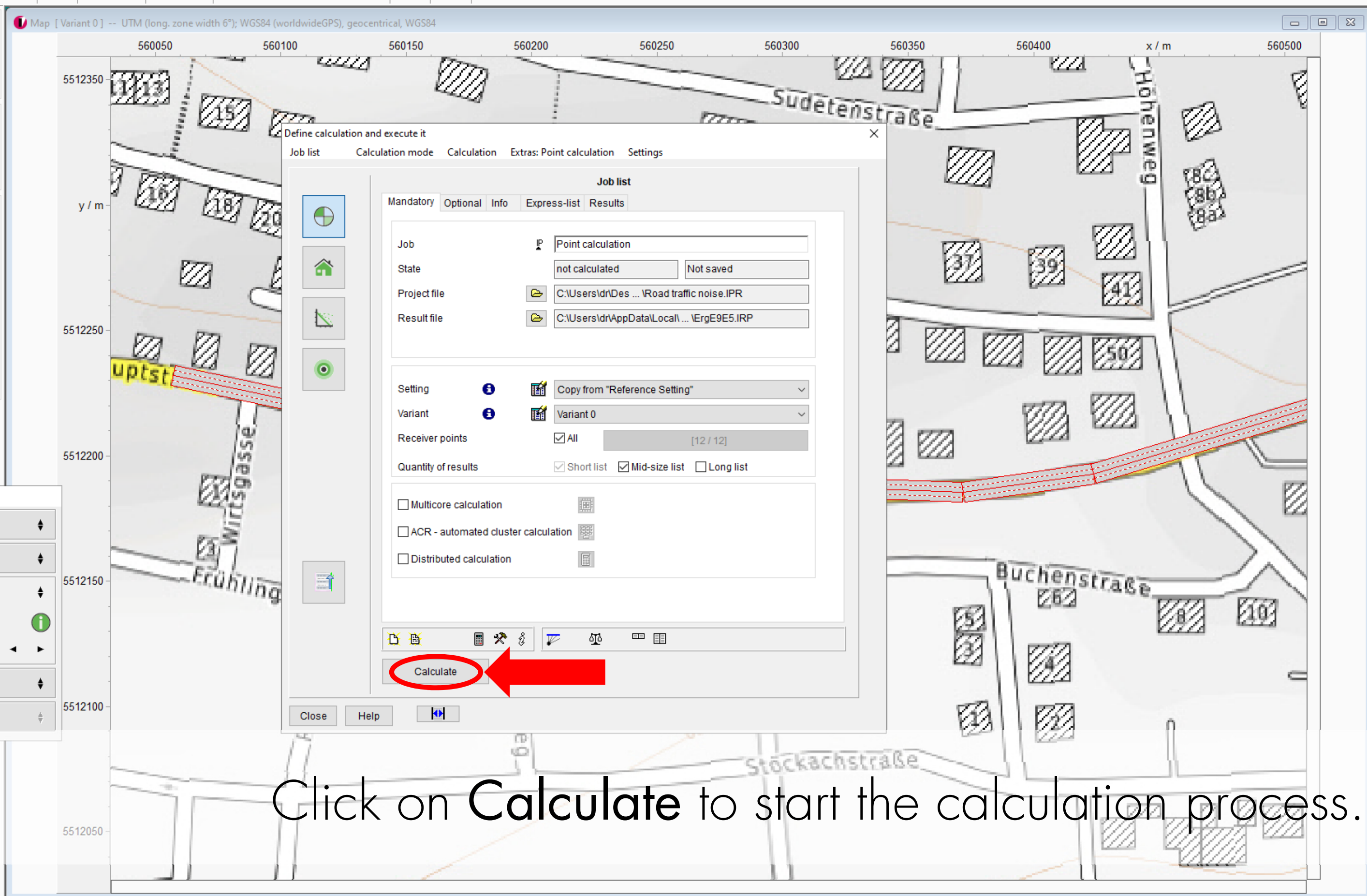
In the next step we will start a receiver point calculation. Open the dialog box for the calculation by using the corresponding icon.



Construct and edit



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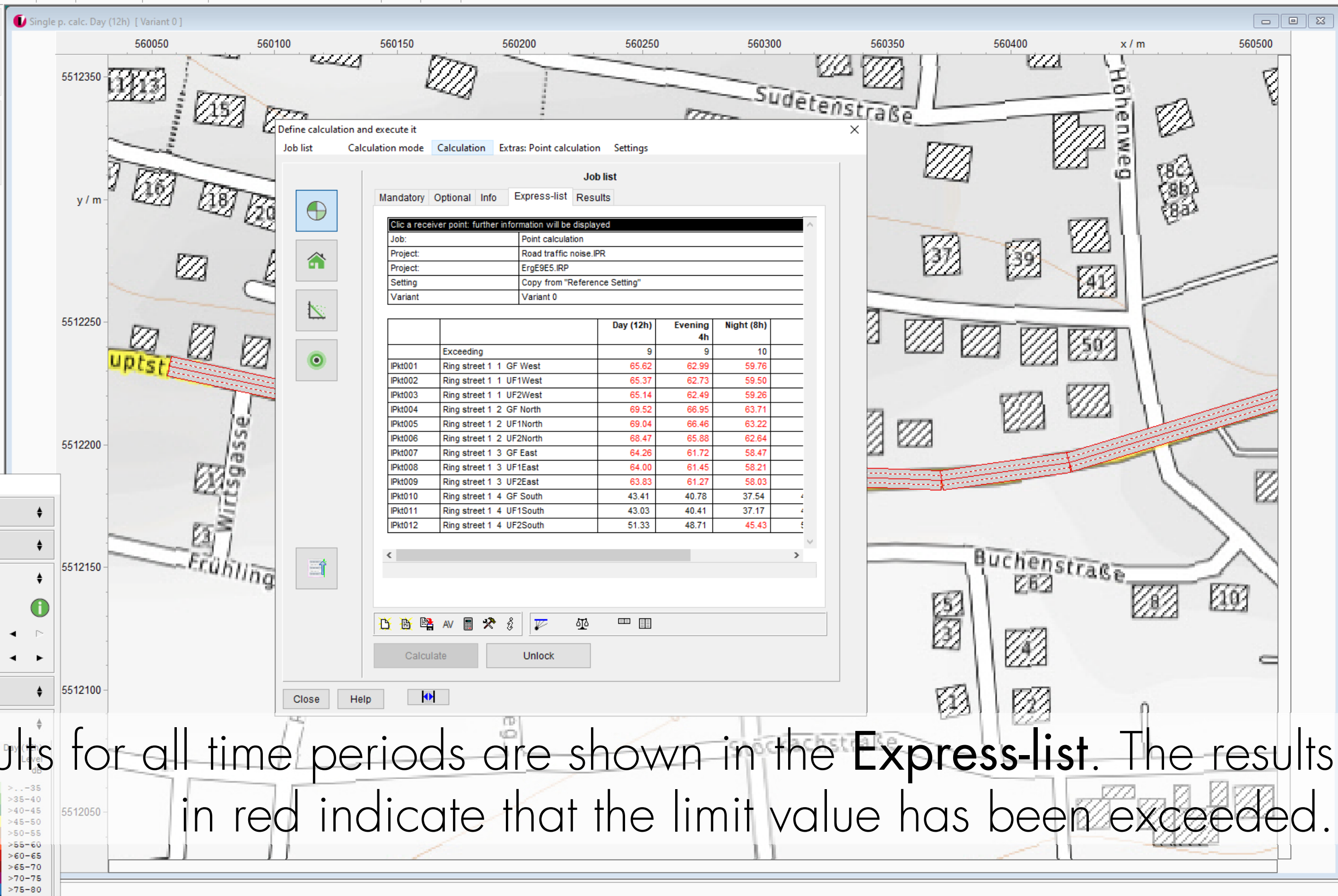


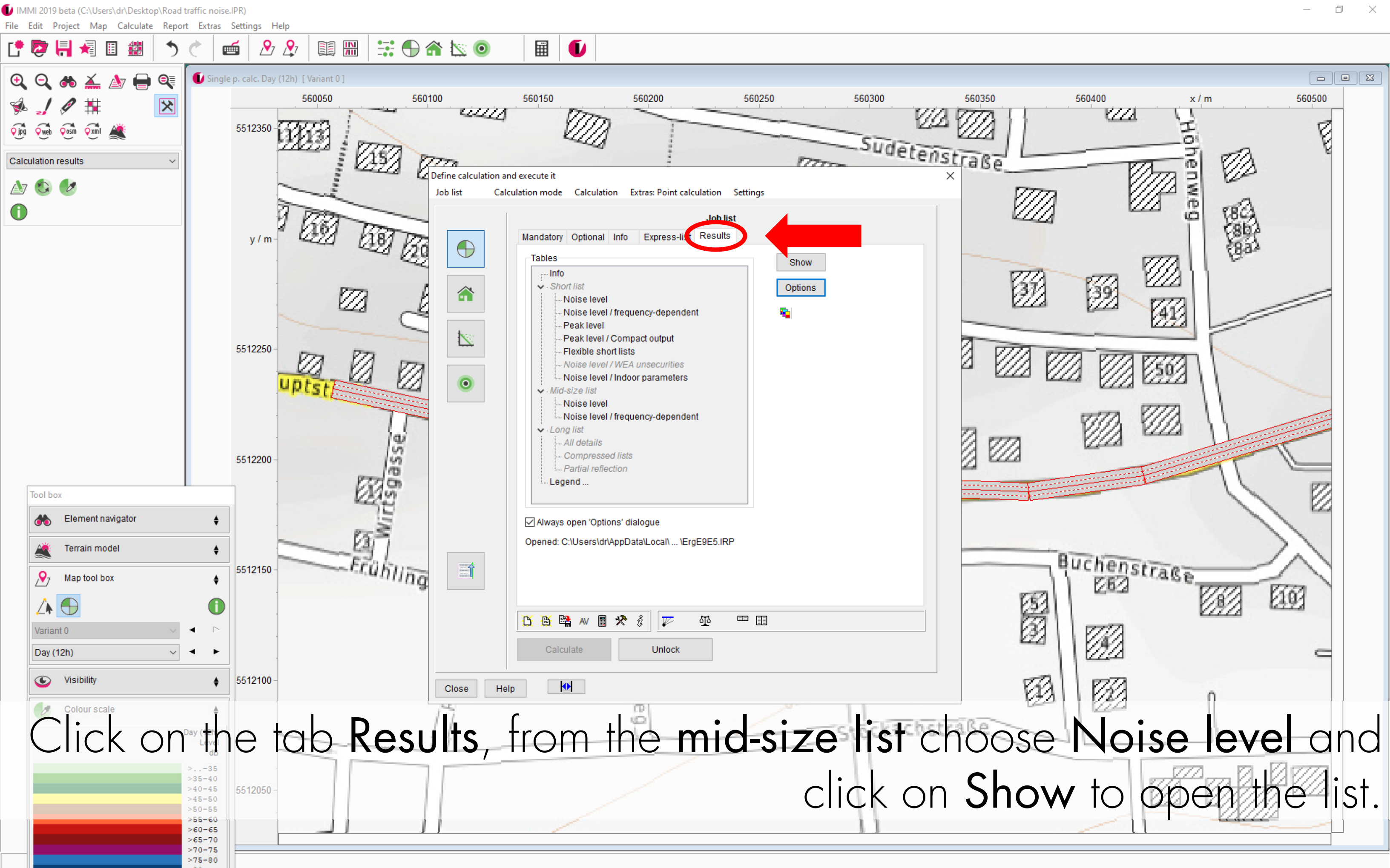
Click on **Calculate** to start the calculation process.





Calculation results





Click on the tab **Results**, from the **mid-size list** choose **Noise level** and click on **Show** to open the list.





Mid-size list »		Point calculation							
Noise prediction		Rating following: Lden							
IPkt001 »	Ring street 1 1 GF West	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560145.62 m		y = 5512198.45 m		z = 3.00 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	64.973	64.973	62.521	62.521	59.262	59.262	67.264	67.264
StCN002 »	Oberer Stadtweg	57.050	65.623	53.118	62.992	50.108	59.760	58.471	67.803
	Sum		<b>65.623</b>		<b>62.992</b>		<b>59.760</b>		<b>67.803</b>

IPkt002 »	Ring street 1 1 UF1West	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560145.62 m		y = 5512198.45 m		z = 5.50 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	64.693	64.693	62.241	62.241	58.982	58.982	66.984	66.984
StCN002 »	Oberer Stadtweg	56.944	65.368	53.012	62.730	50.001	59.499	58.365	67.543
	Sum		<b>65.368</b>		<b>62.730</b>		<b>59.499</b>		<b>67.543</b>

IPkt003 »	Ring street 1 1 UF2West	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560145.62 m		y = 5512198.45 m		z = 8.00 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	64.415	64.415	61.964	61.964	58.704	58.704	66.706	66.706
StCN002 »	Oberer Stadtweg	56.988	65.137	53.054	62.489	50.043	59.258	58.407	67.305
	Sum		<b>65.137</b>		<b>62.489</b>		<b>59.258</b>		<b>67.305</b>

IPkt004 »	Ring street 1 2 GF North	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560159.98 m		y = 5512200.20 m		z = 3.00 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	69.099	69.099	66.648	66.648	63.389	63.389	71.390	71.390
StCN002 »	Oberer Stadtweg	59.121	69.515	55.187	66.948	52.177	63.706	60.541	71.734
	Sum		<b>69.515</b>		<b>66.948</b>		<b>63.706</b>		<b>71.734</b>

IPkt005 »	Ring street 1 2 UF1North	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560159.98 m		y = 5512200.20 m		z = 5.50 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>	L <sub>r,i</sub> ,A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	68.578	68.578	66.125	66.25	62.867	62.867	70.868	70.868
StCN002 »	Oberer Stadtweg	59.048	69.037	55.115	66.456	52.104	63.217	60.468	71.247
	Sum		<b>69.037</b>		<b>66.456</b>		<b>63.217</b>		<b>71.247</b>

IPkt006 »	Ring street 1 2 UF2North	Variant 0 Setting: Copy from "Reference Setting"							
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The mid-size list is displayed. For each receiver point you can see the noise impact of each source and the total result.



Mid-size list »		Point calculation							
Noise prediction		Rating following: Lden							
IPkt001 »	Ring street 1 1 GF Wes	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560145.62 m		y = 5512198.45 m		z = 3.00 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	64.973	64.973	62.521	62.521	59.262	59.262	67.264	67.264
StCN002 »	Oberer Stadtweg	57.050	65.623	53.118	62.992	50.108	59.760	58.471	67.803
	Sum		<b>65.623</b>		<b>62.992</b>		<b>59.760</b>		<b>67.803</b>

IPkt002 »	Ring street 1 1 UF1We	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560145.62 m		y = 5512198.45 m		z = 5.50 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	64.693	64.693	62.241	62.241	58.982	58.982	66.984	66.984
StCN002 »	Oberer Stadtweg	56.944	65.368	53.012	62.730	50.001	59.499	58.365	67.543
	Sum		<b>65.368</b>		<b>62.730</b>		<b>59.499</b>		<b>67.543</b>

IPkt003 »	Ring street 1 1 UF2We	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560145.62 m		y = 5512198.45 m		z = 8.00 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	64.415	64.415	61.964	61.964	58.704	58.704	66.706	66.706
StCN002 »	Oberer Stadtweg	56.988	65.137	53.054	62.489	50.043	59.258	58.407	67.305
	Sum		<b>65.137</b>		<b>62.489</b>		<b>59.258</b>		<b>67.305</b>

IPkt004 »	Ring street 1 2 GF Nor	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560159.98 m		y = 5512200.20 m		z = 3.00 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	69.099	69.099	66.648	66.648	63.389	63.389	71.390	71.390
StCN002 »	Oberer Stadtweg	59.121	69.515	55.187	66.948	52.177	63.706	60.541	71.734
	Sum		<b>69.515</b>		<b>66.948</b>		<b>63.706</b>		<b>71.734</b>

IPkt005 »	Ring street 1 2 UF1Nor	Variant 0 Setting: Copy from "Reference Setting"							
		x = 560159.98 m		y = 5512200.20 m		z = 5.50 m			
		Day (12h)		Evening (4h)		Night (8h)		DEN	
		L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>	L <sub>r,i</sub> A	L <sub>r,A</sub>
		/dB	/dB	/dB	/dB	/dB	/dB	/dB	/dB
StCN001 »	Main Street 50km/h	68.578	68.578	66.125	66.125	62.867	62.867	70.868	70.868
StCN002 »	Oberer Stadtweg	59.048	69.037	55.115	66.455	52.104	63.211	60.468	71.247
	Sum		<b>69.037</b>		<b>66.455</b>		<b>63.211</b>		<b>71.247</b>

IPkt006 »	Ring street 1 2 UF2Nor	Variant 0 Setting: Copy from "Reference Setting"							
-----------	------------------------	--	--	--	--	--	--	--	--

You can close the list by using the corresponding icon. Also close the calculation dialog box and go back to the map content.





Single p. calc. Day (12h) [ Variant 0 ]

Calculation results



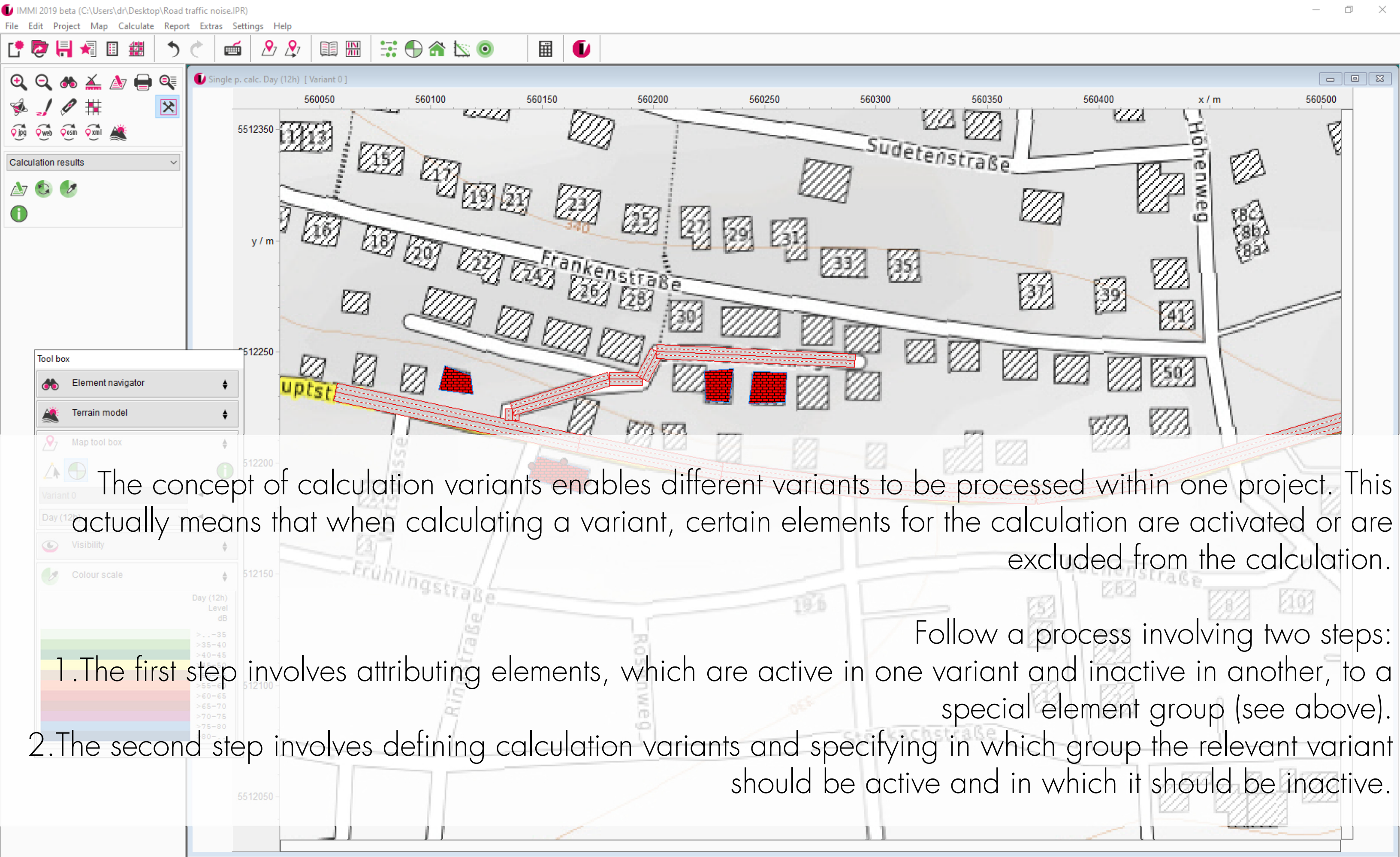
Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Day (12h)
- Visibility
- Colour scale

Day (12h) Level dB

>...-35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-...

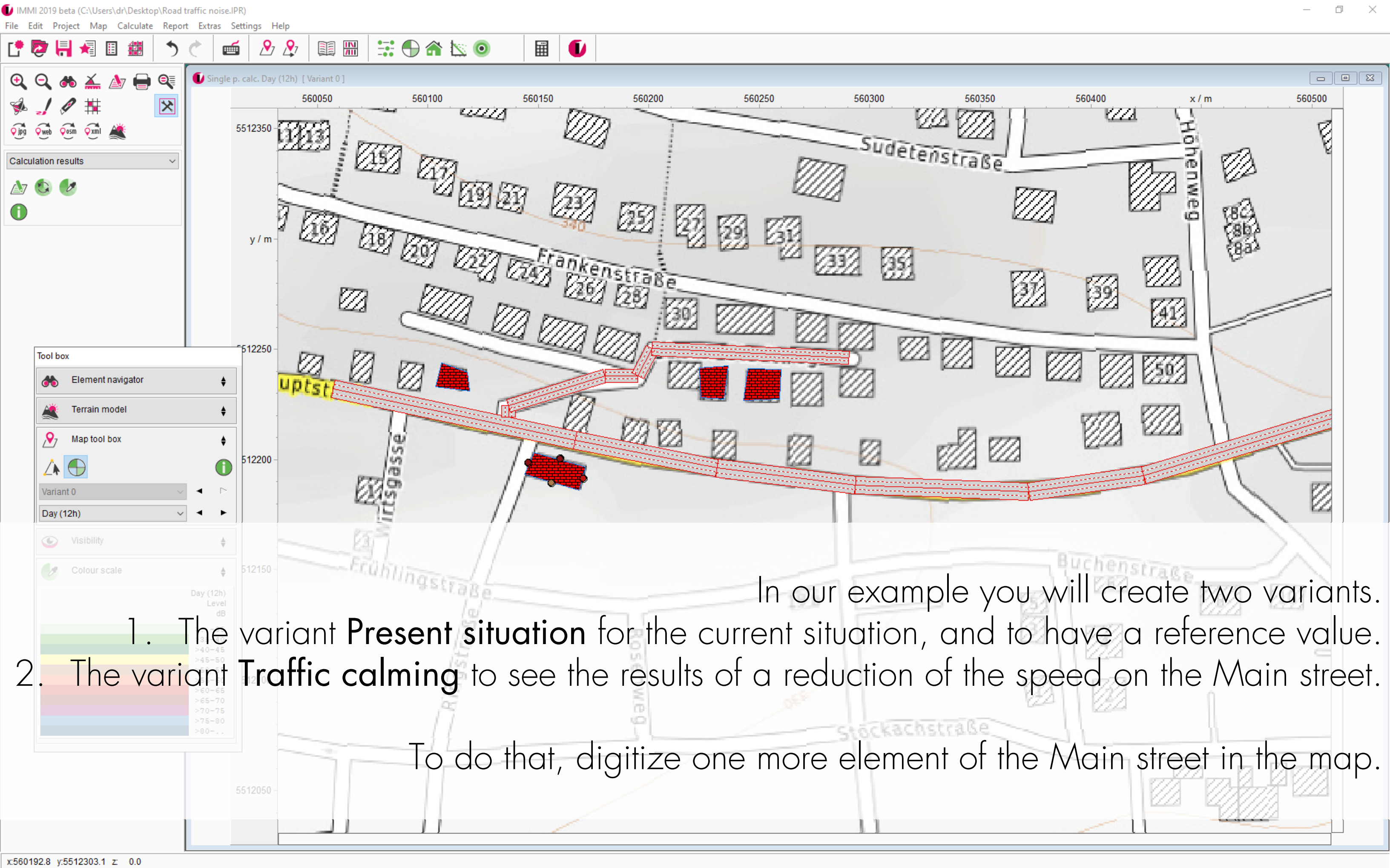
In the next step you will learn more about the concept using variants/scenarios in IMMI.



The concept of calculation variants enables different variants to be processed within one project. This actually means that when calculating a variant, certain elements for the calculation are activated or are excluded from the calculation.

- Follow a process involving two steps:
1. The first step involves attributing elements, which are active in one variant and inactive in another, to a special element group (see above).
  2. The second step involves defining calculation variants and specifying in which group the relevant variant should be active and in which it should be inactive.

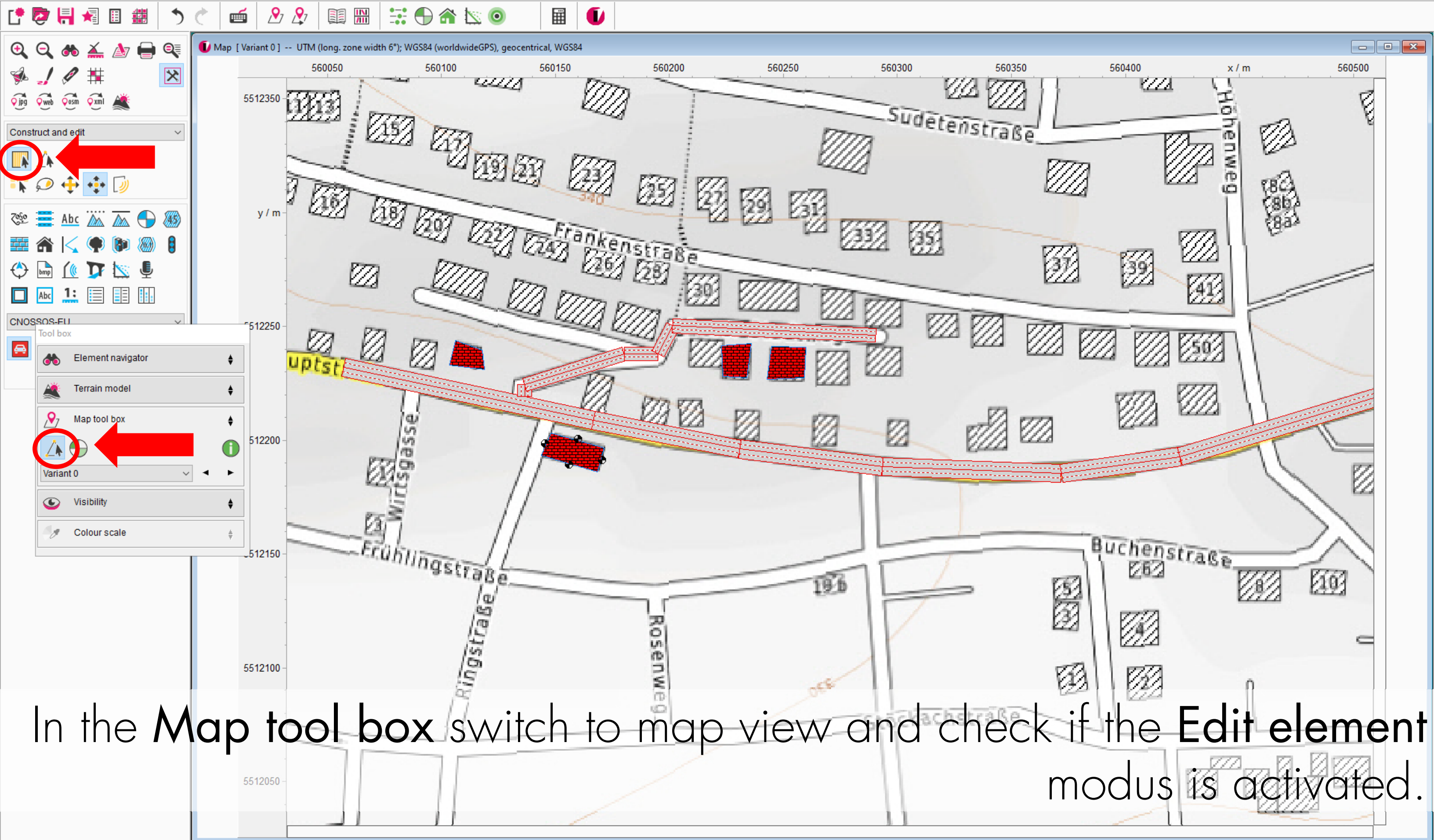




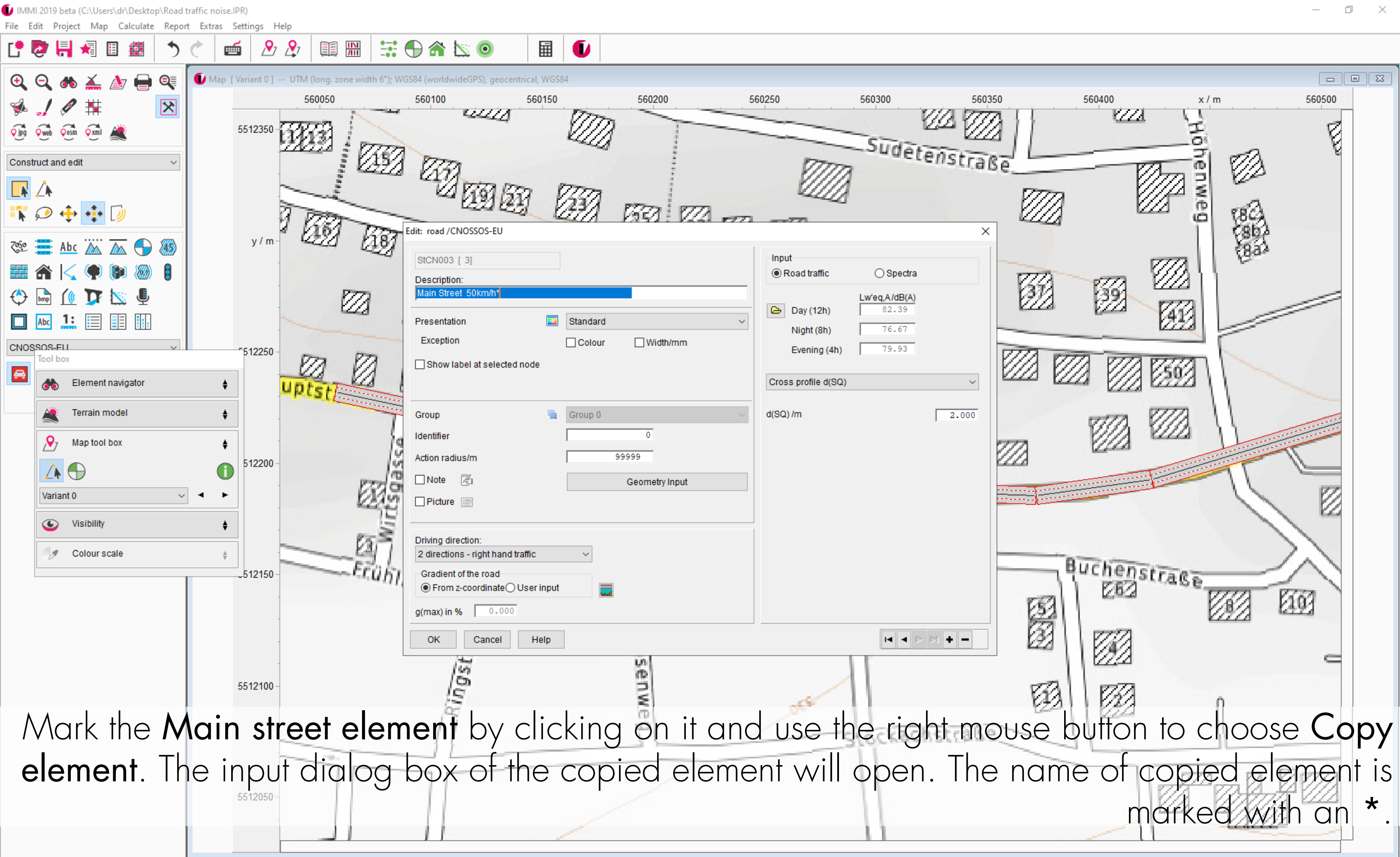
In our example you will create two variants.

1. The variant **Present situation** for the current situation, and to have a reference value.
2. The variant **Traffic calming** to see the results of a reduction of the speed on the Main street.

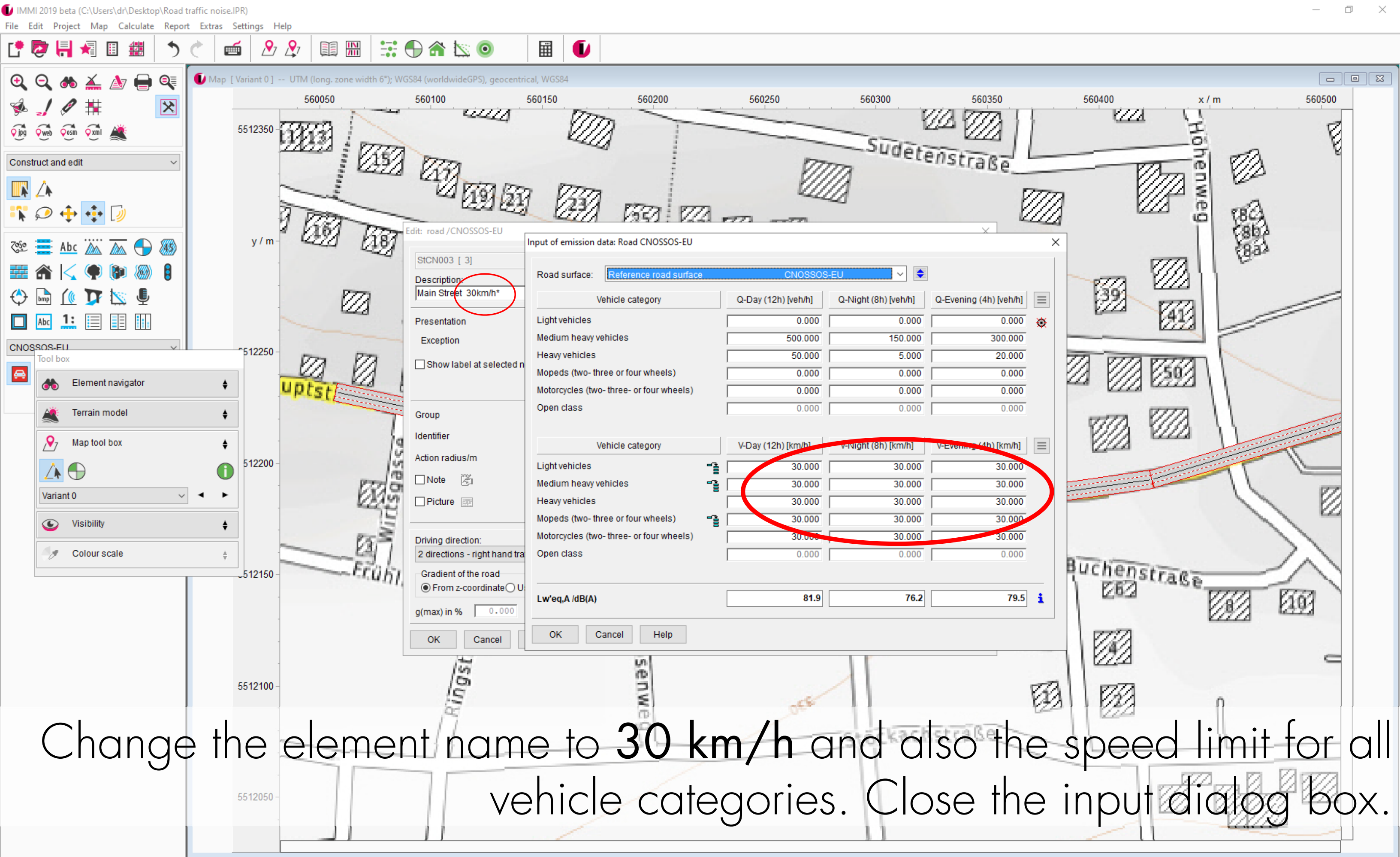
To do that, digitize one more element of the Main street in the map.







Mark the **Main street element** by clicking on it and use the right mouse button to choose **Copy element**. The input dialog box of the copied element will open. The name of copied element is marked with an \*.



Construct and edit

Tool box

- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale

Edit: road /CNOSSOS-EU

StCN003 [ 3 ]

Description: **Main Street 30km/h\***

Presentation

Exception

Show label at selected n

Group

Identifier

Action radius/m

Note

Picture

Driving direction:  
2 directions - right hand tra

Gradient of the road  
 From z-coordinate  U

g(max) in % 0.000

OK Cancel

Input of emission data: Road CNOSSOS-EU

Road surface: Reference road surface CNOSSOS-EU

Vehicle category	Q-Day (12h) [veh/h]	Q-Night (8h) [veh/h]	Q-Evening (4h) [veh/h]
Light vehicles	0.000	0.000	0.000
Medium heavy vehicles	500.000	150.000	300.000
Heavy vehicles	50.000	5.000	20.000
Mopeds (two- three or four wheels)	0.000	0.000	0.000
Motorcycles (two- three- or four wheels)	0.000	0.000	0.000
Open class	0.000	0.000	0.000

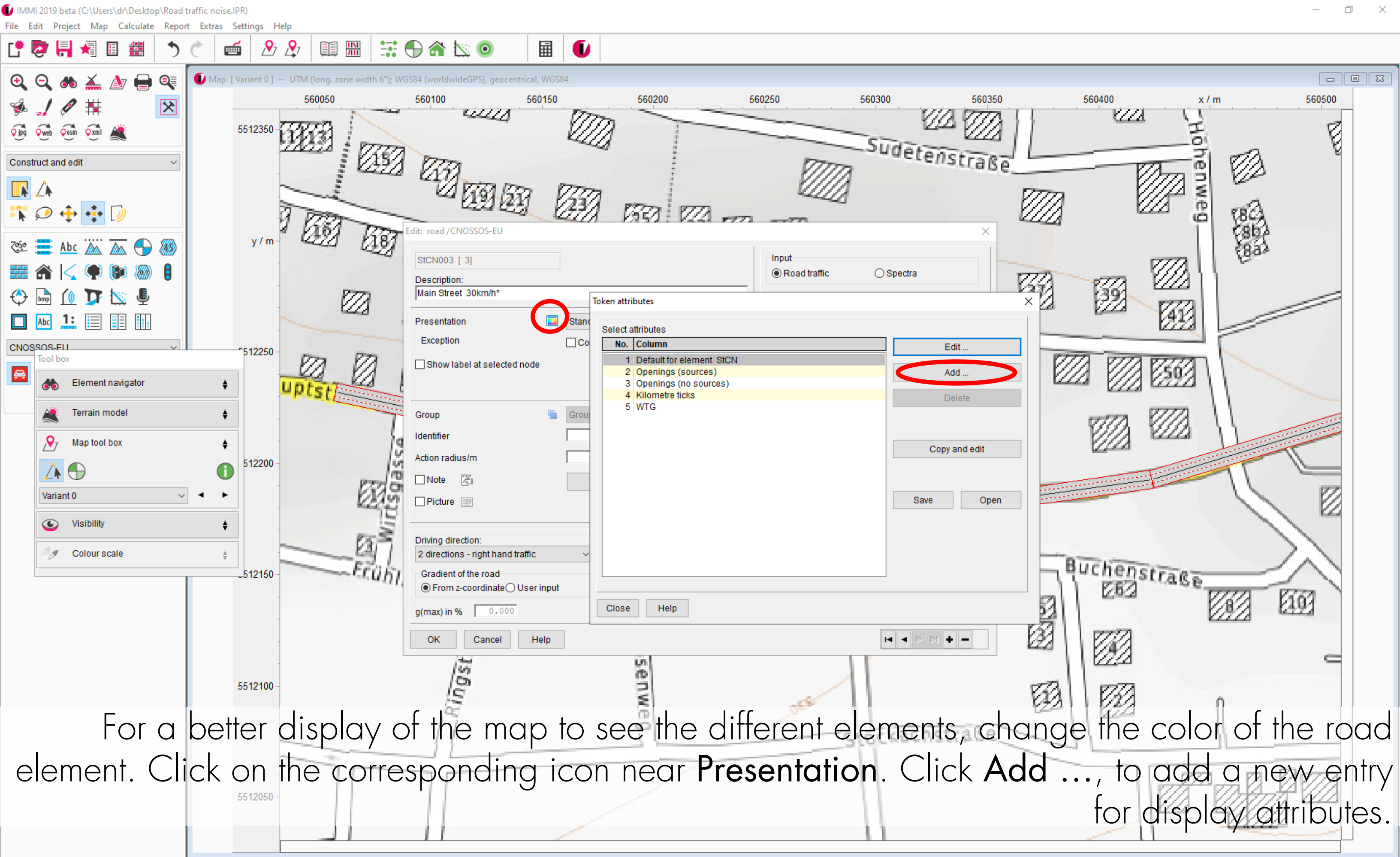
Vehicle category	V-Day (12h) [km/h]	V-Night (8h) [km/h]	V-Evening (4h) [km/h]
Light vehicles	30.000	30.000	30.000
Medium heavy vehicles	30.000	30.000	30.000
Heavy vehicles	30.000	30.000	30.000
Mopeds (two- three or four wheels)	30.000	30.000	30.000
Motorcycles (two- three- or four wheels)	30.000	30.000	30.000
Open class	0.000	0.000	0.000

Lw'eq,A /dB(A) 81.9 76.2 79.5

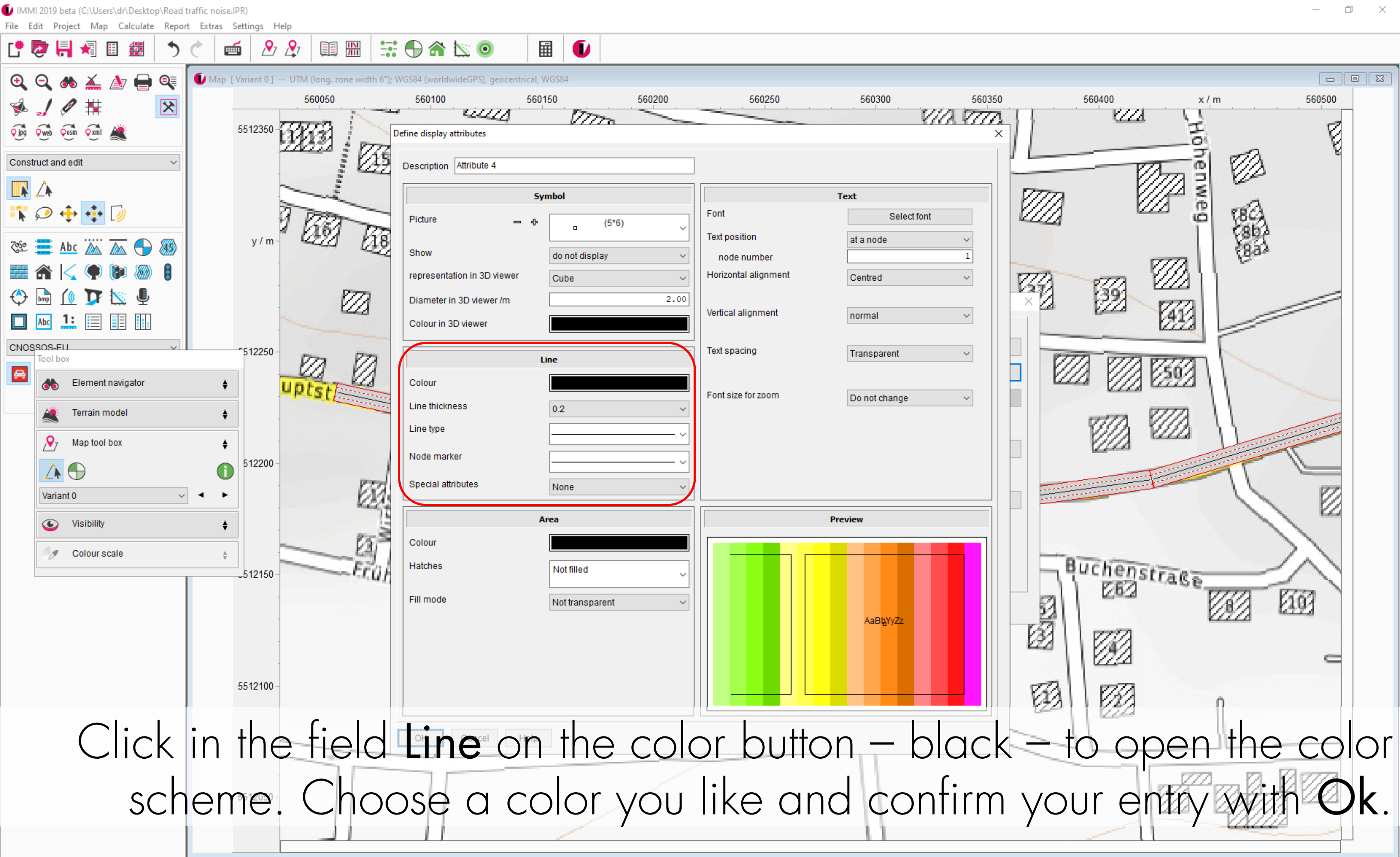
OK Cancel Help

Change the element name to 30 km/h and also the speed limit for all vehicle categories. Close the input dialog box.



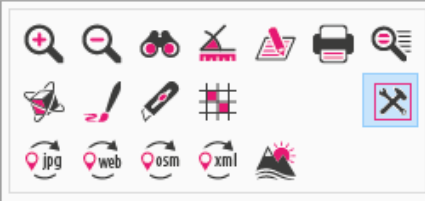


For a better display of the map to see the different elements, change the color of the road element. Click on the corresponding icon near **Presentation**. Click **Add ...**, to add a new entry for display attributes.

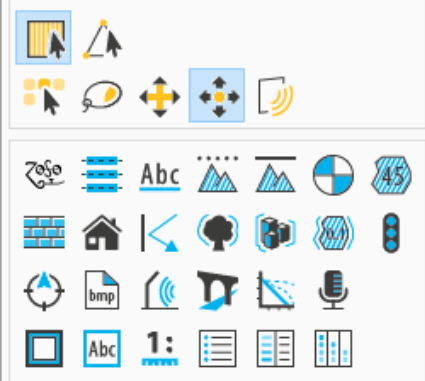


Click in the field **Line** on the color button – black – to open the color scheme. Choose a color you like and confirm your entry with **Ok**.



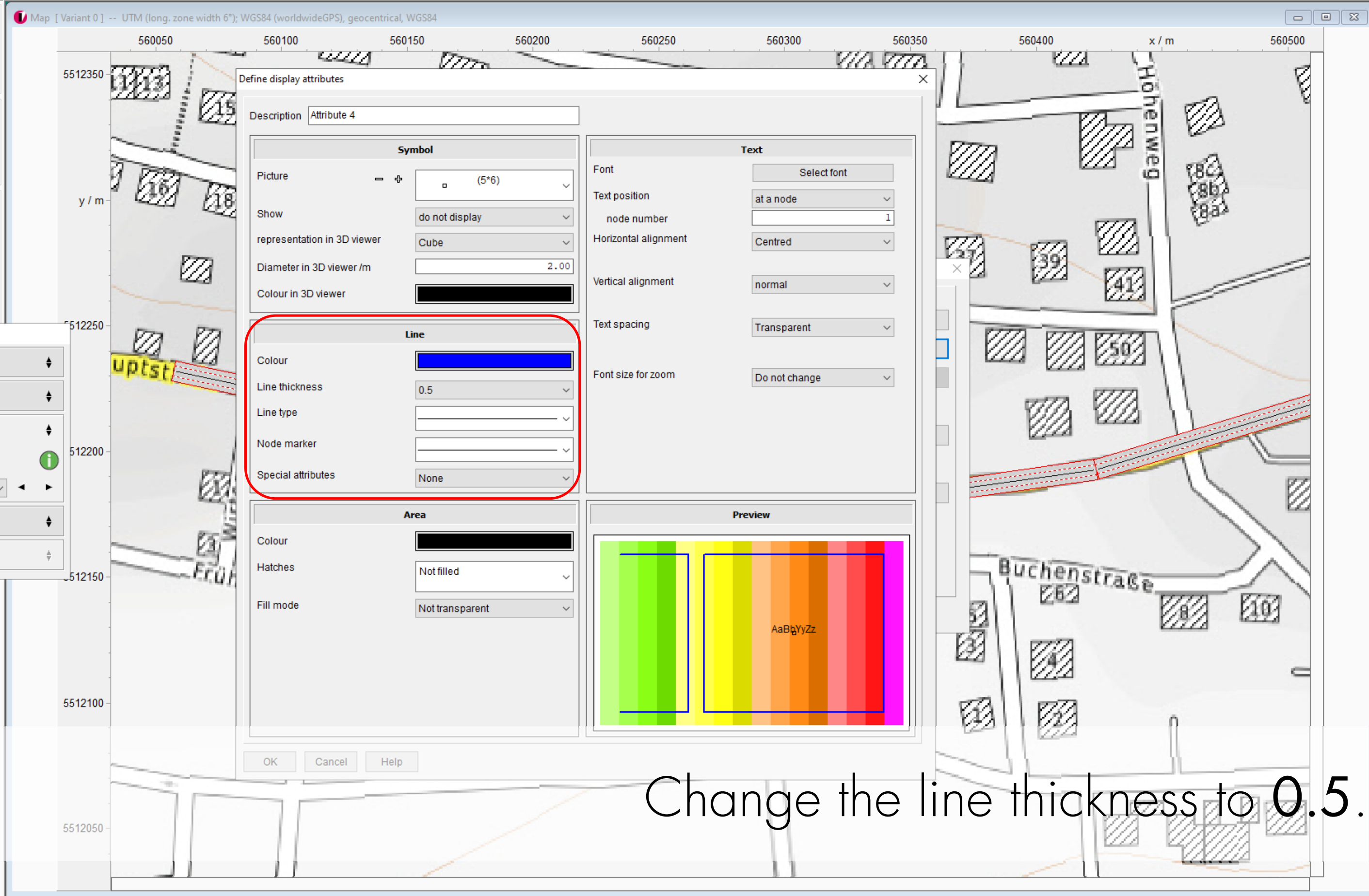
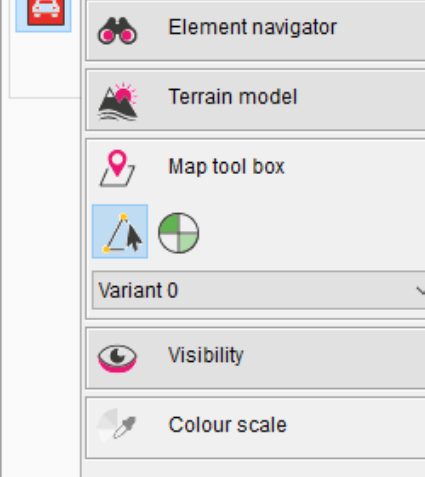


Construct and edit



CNOSSOS-EU

Tool box



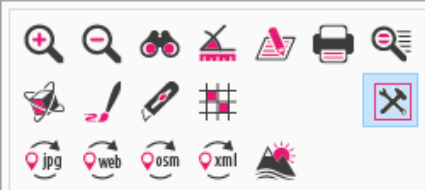
Define display attributes

Description: Attribute 4

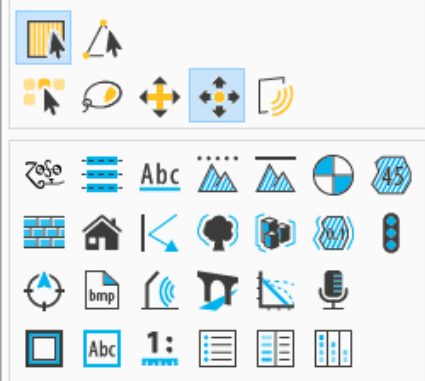
Symbol		Text	
Picture	(5*6)	Font	Select font
Show	do not display	Text position	at a node
representation in 3D viewer	Cube	node number	1
Diameter in 3D viewer /m	2.00	Horizontal alignment	Centred
Colour in 3D viewer	[Black]	Vertical alignment	normal
Line		Text spacing	Transparent
Colour	[Blue]	Font size for zoom	Do not change
Line thickness	0.5	Preview	
Line type	[Solid]	[Colorful gradient bar with text 'AaBbYyZz']	
Node marker	[None]		
Special attributes	None		
Area			
Colour	[Black]		
Hatches	Not filled		
Fill mode	Not transparent		

OK Cancel Help

Change the line thickness to 0.5.

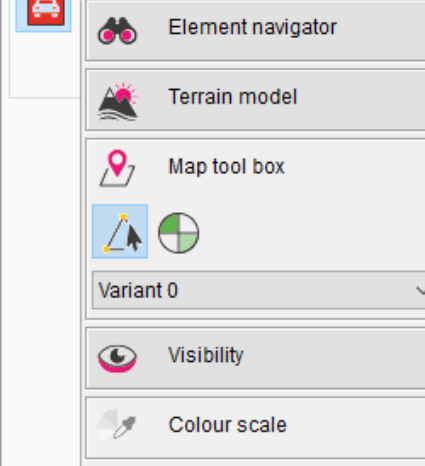


Construct and edit



CNOSSOS-EU

Tool box



Map [ Variant 0 ] -- UTM (long. zone width 6°); WGS84 (worldwideGPS), geocentrical, WGS84

560050 560100 560150 560200 560250 560300 560350 560400 x / m 560500

5512350 y / m 5512250 5512200 5512150 5512100 5512050

Define display attributes

Description Speed reduction

**Symbol**

Picture  (5\*6)

Show do not display

representation in 3D viewer Cube

Diameter in 3D viewer /m 2.00

Colour in 3D viewer [Black]

**Line**

Colour [Blue]

Line thickness 0.5

Line type [Solid]

Node marker [None]

Special attributes None

**Text**

Font Select font

Text position at a node

node number 1

Horizontal alignment Centred

Vertical alignment normal

Text spacing Transparent

Font size for zoom Do not change

**Area**

Colour [Black]

Hatches Not filled

Fill mode Not transparent

**Preview**

AaBbYyZz

OK Cancel Help

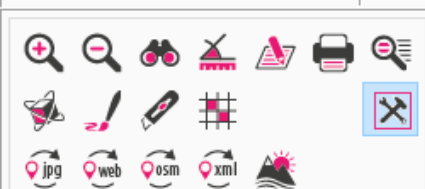
Hohenweg

Buchenstraße

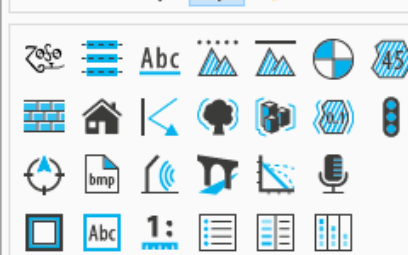
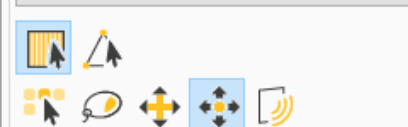
uptst

Enter a name for the colour attribute und close the dialog box with Ok.



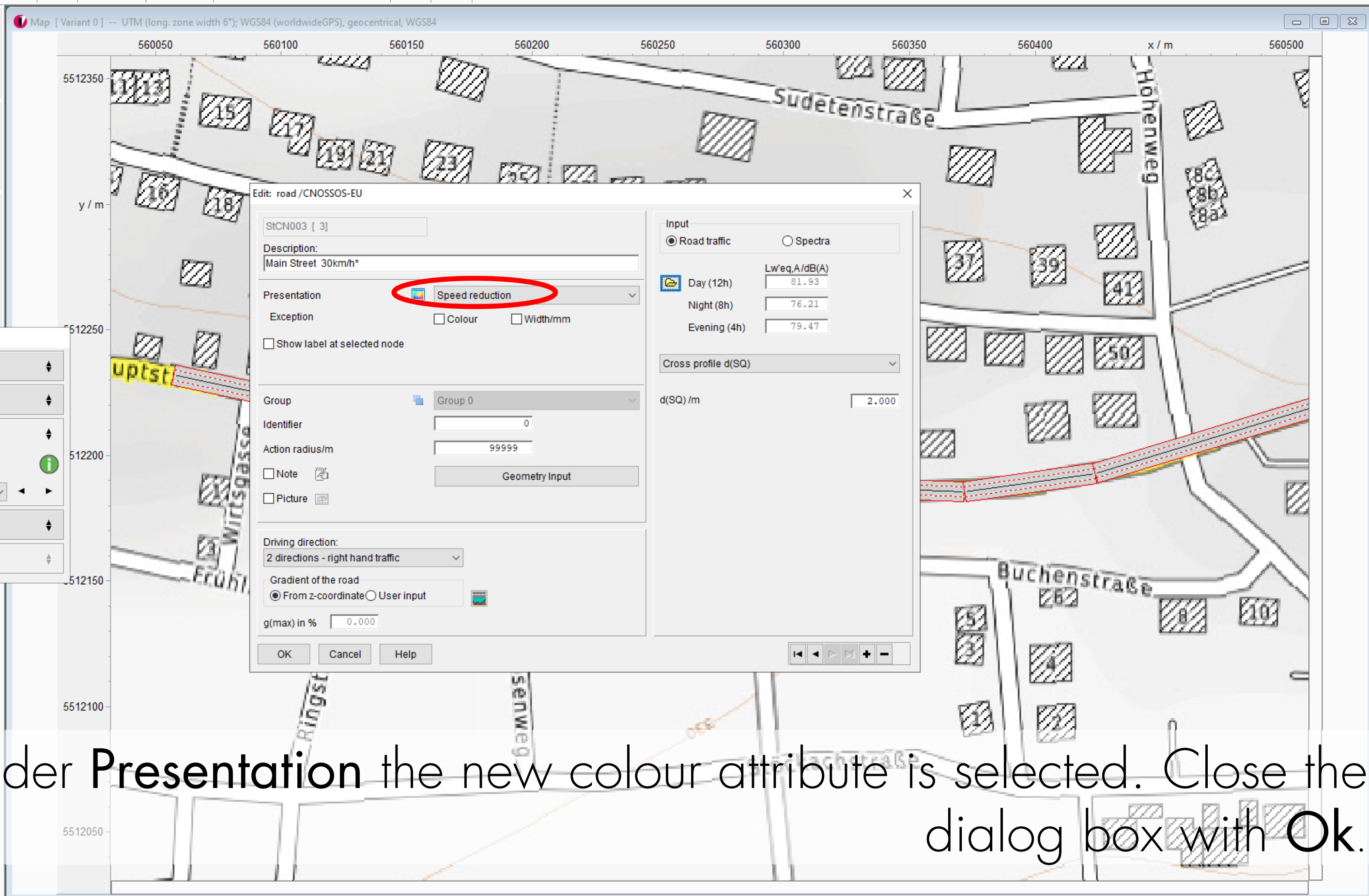
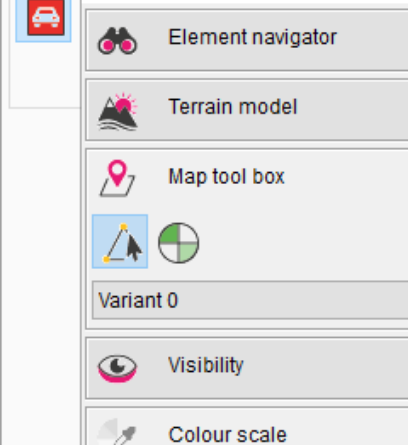


Construct and edit



CNOSSOS-EU

Tool box



Edit: road /CNOSSOS-EU

StCN003 [ 3]

Description:  
Main Street 30km/h\*

Presentation **Speed reduction**

Exception  Colour  Width/mm

Show label at selected node

Group Group 0

Identifier 0

Action radius/m 99999

Note  Picture

Geometry Input

Driving direction:  
2 directions - right hand traffic

Gradient of the road  
 From z-coordinate  User input

g(max) in % 0.000

Input  
 Road traffic  Spectra

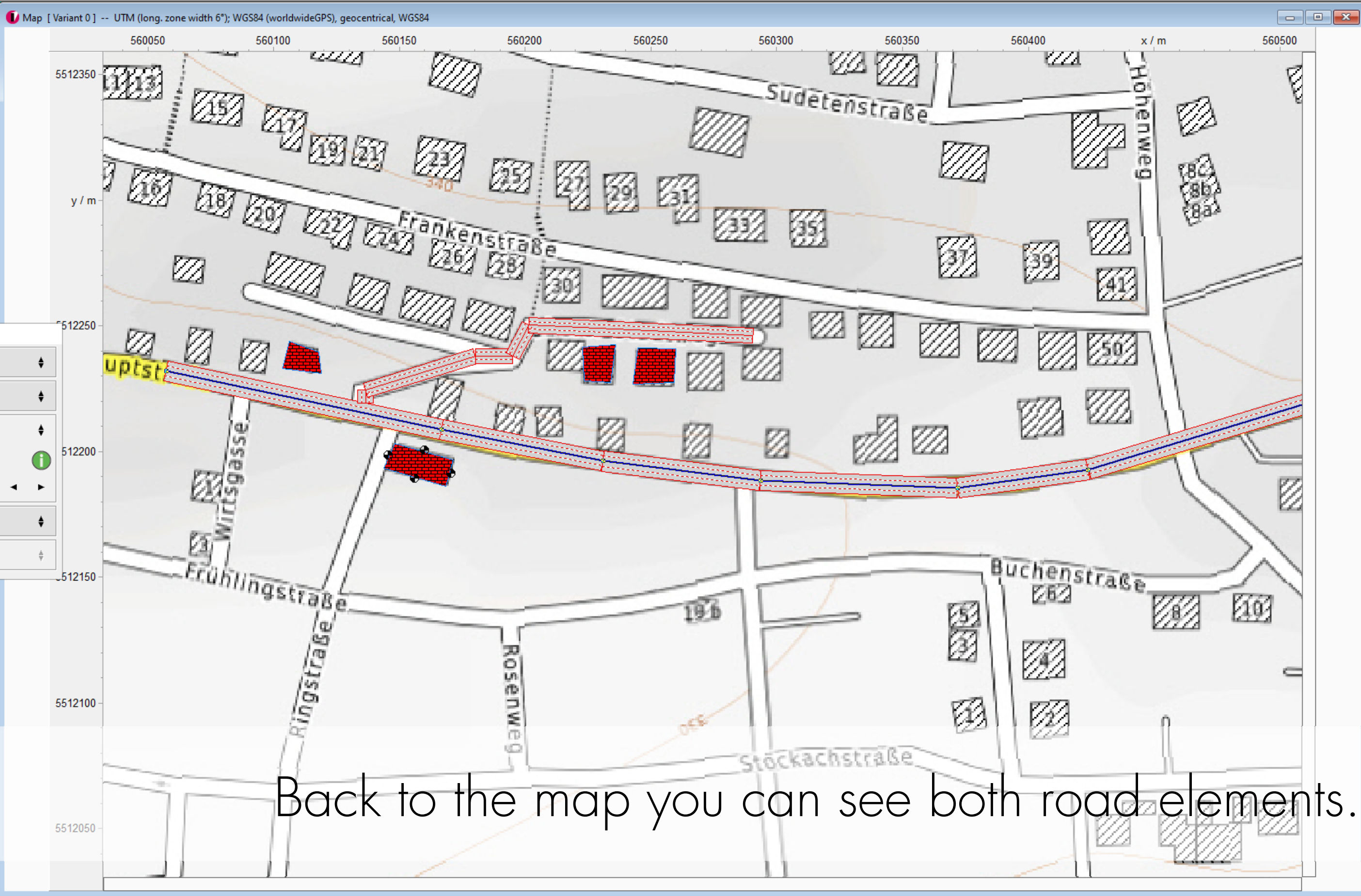
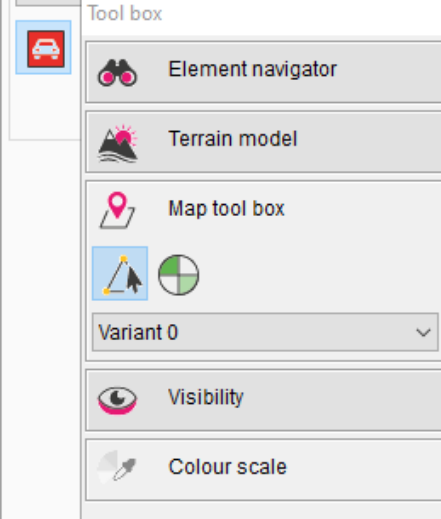
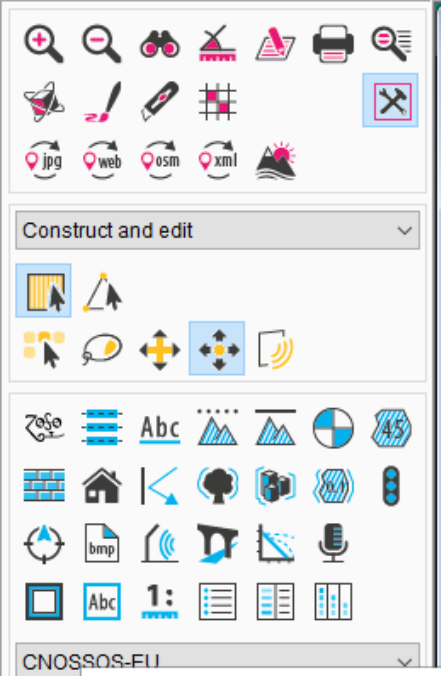
	Lw <sub>eq,A</sub> /dB(A)
Day (12h)	81.93
Night (8h)	76.21
Evening (4h)	79.47

Cross profile d(SQ)

d(SQ) /m 2.000

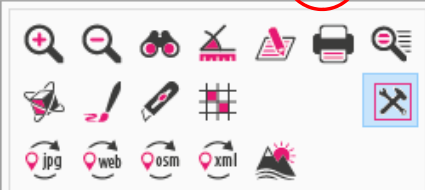
OK Cancel Help

Under **Presentation** the new colour attribute is selected. Close the dialog box with **Ok**.

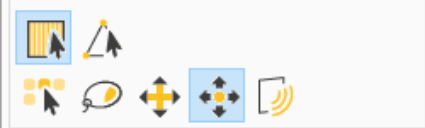


Back to the map you can see both road elements.





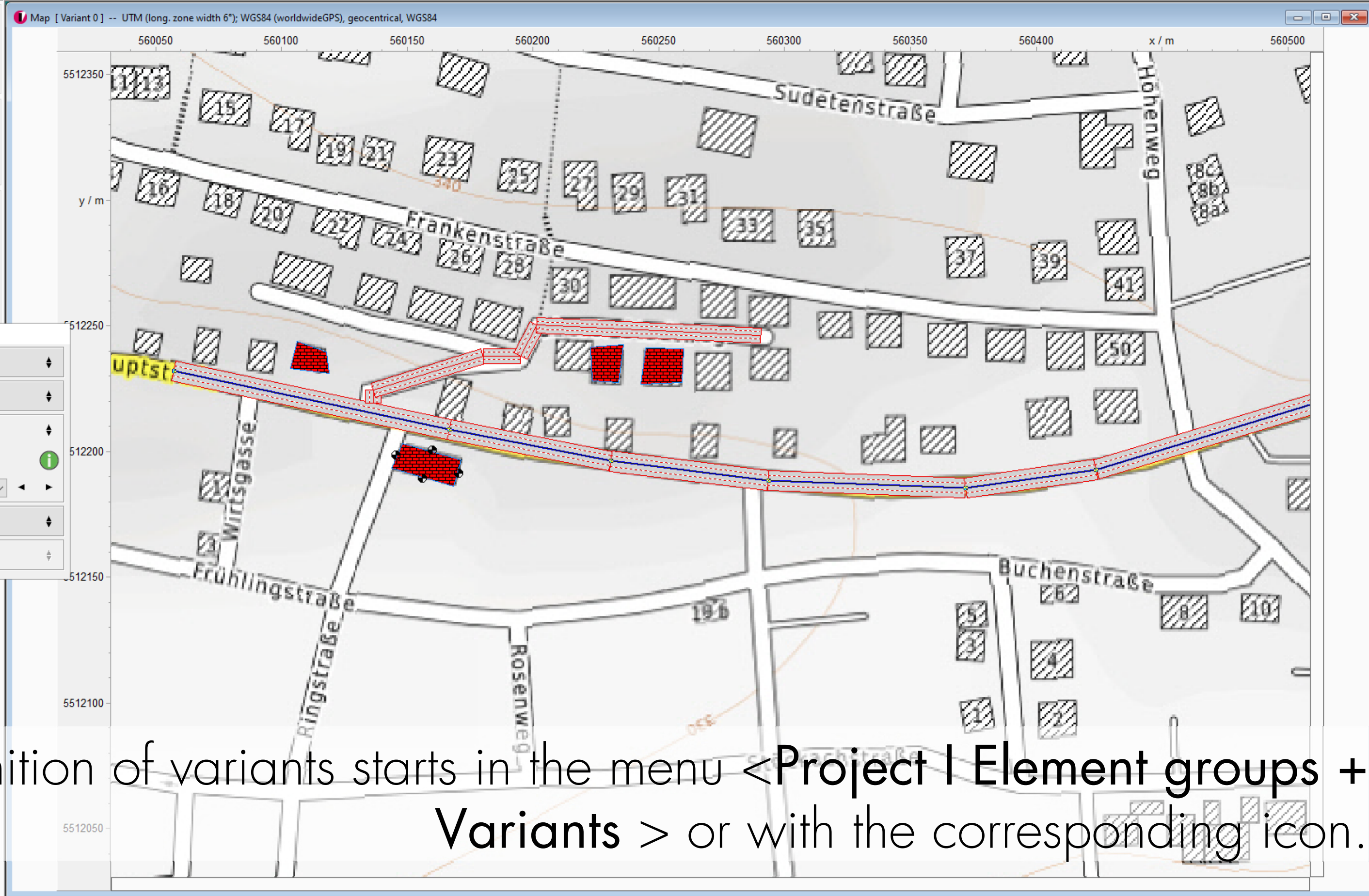
Construct and edit



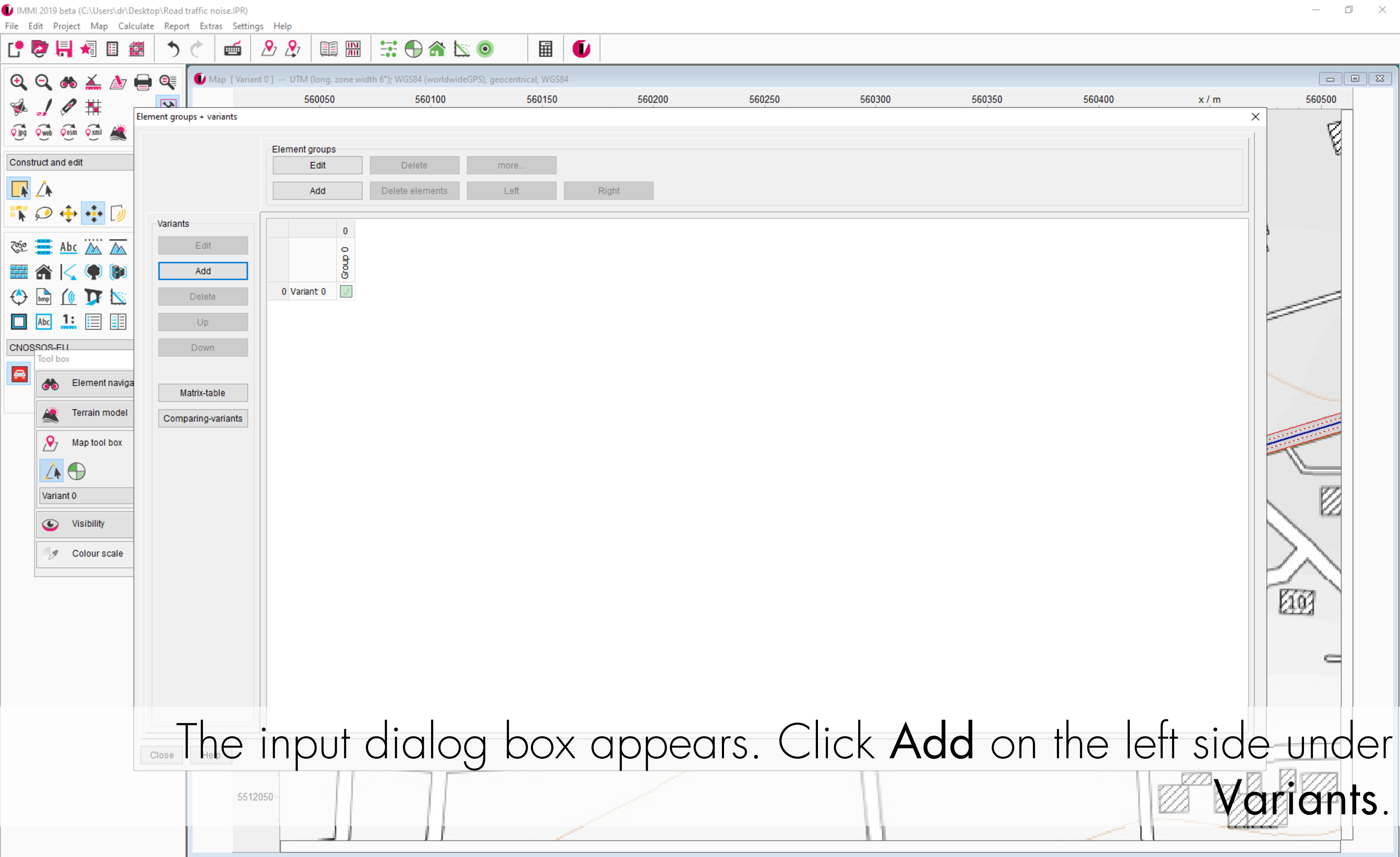
CNOSSOS-EU

Tool box

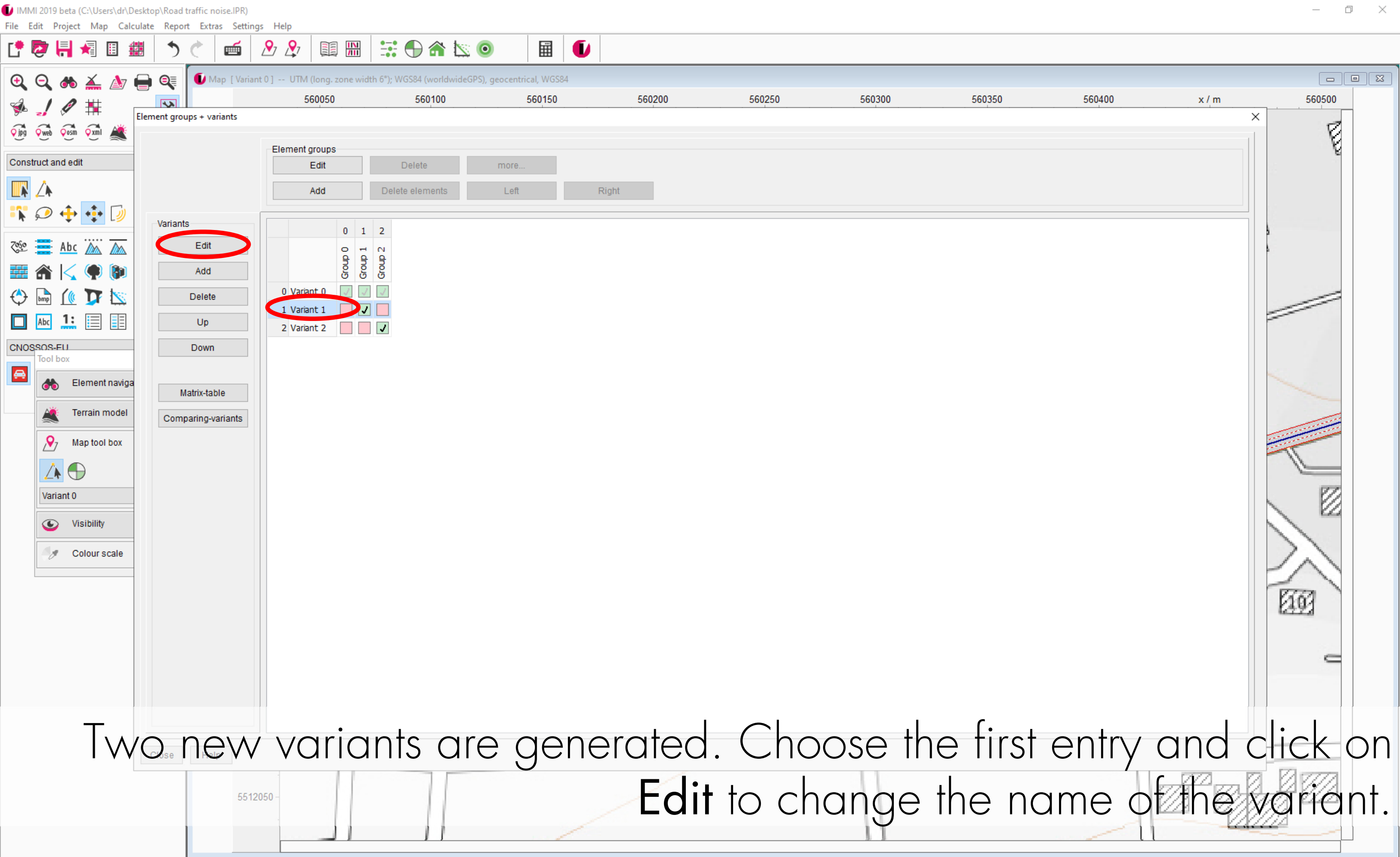
- Element navigator
- Terrain model
- Map tool box
- Variant 0
- Visibility
- Colour scale



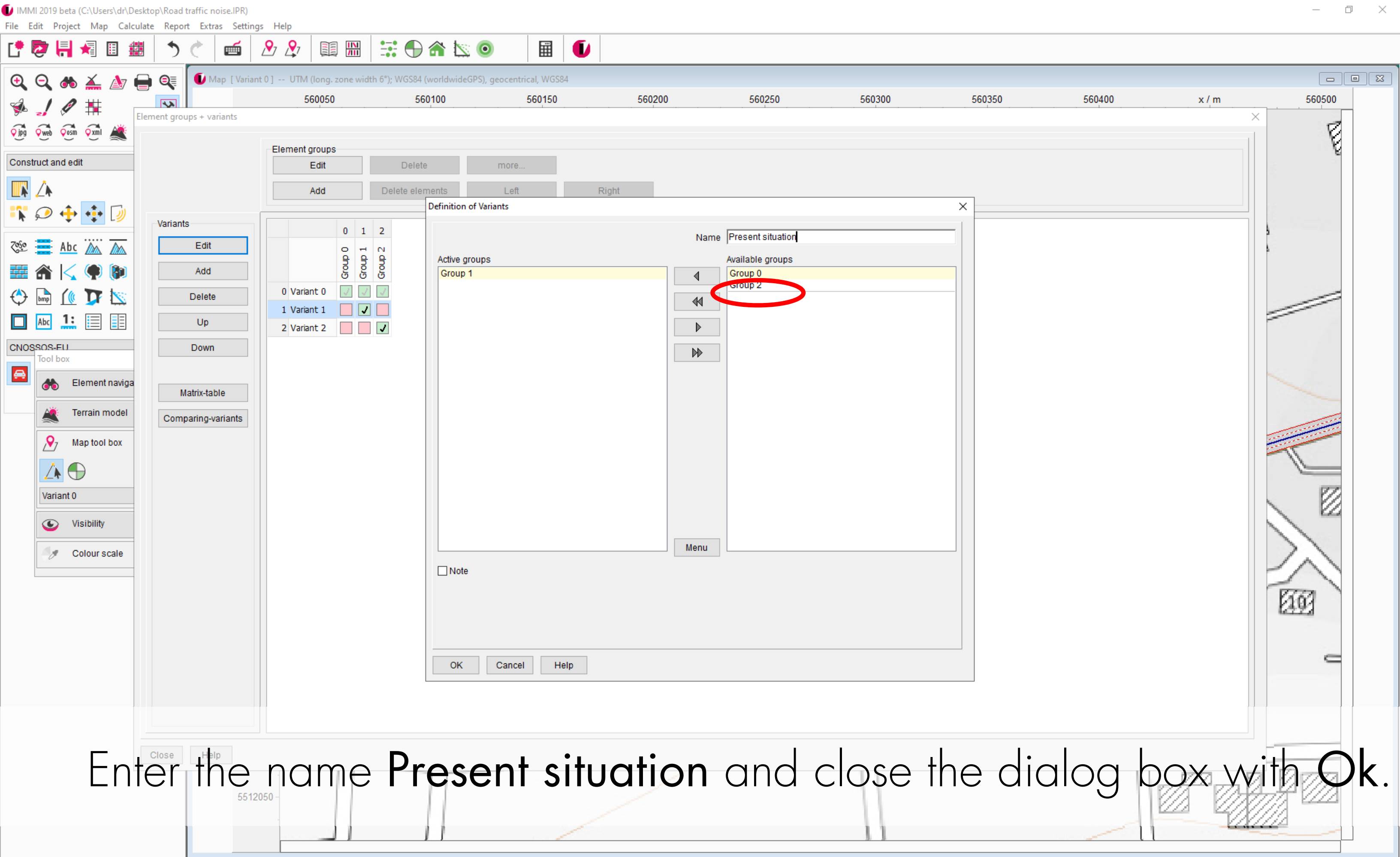
The definition of variants starts in the menu <Project | Element groups + Variants > or with the corresponding icon.





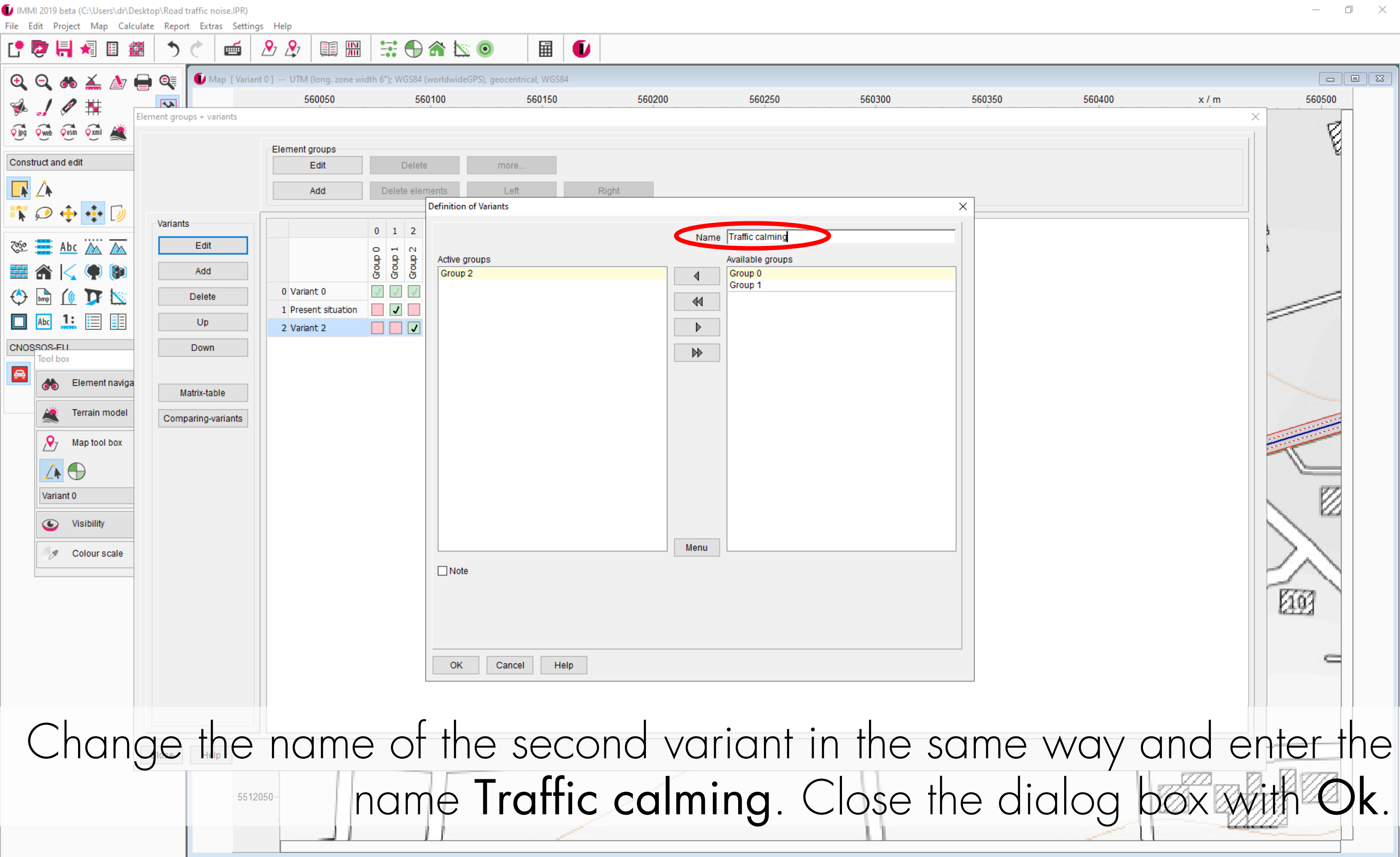


Two new variants are generated. Choose the first entry and click on **Edit** to change the name of the variant.

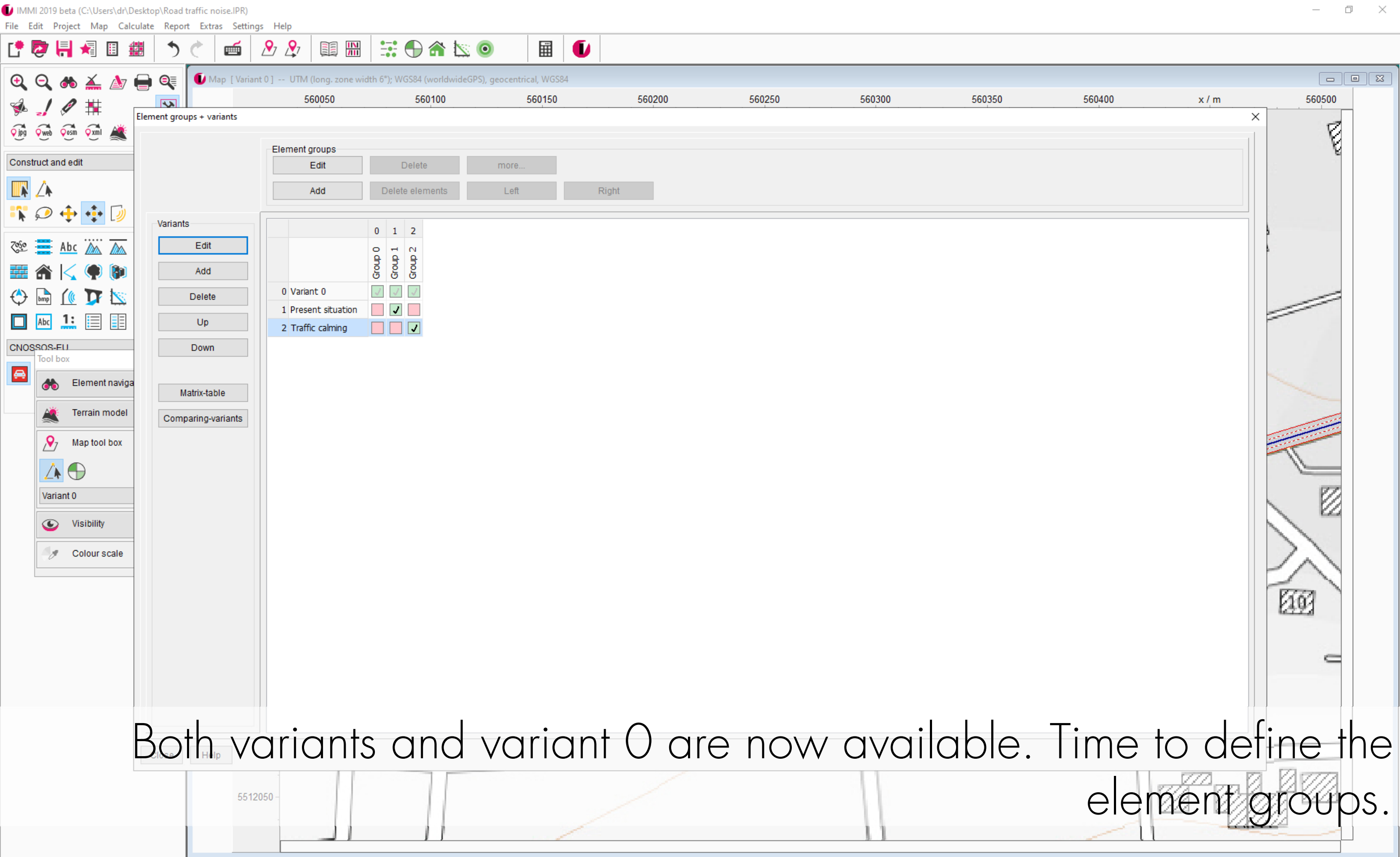


Enter the name **Present situation** and close the dialog box with **Ok**.



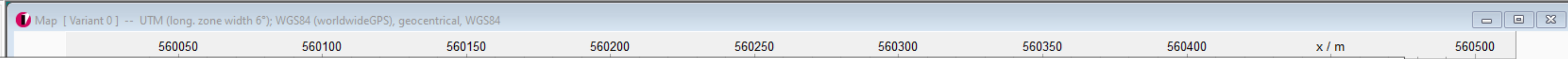
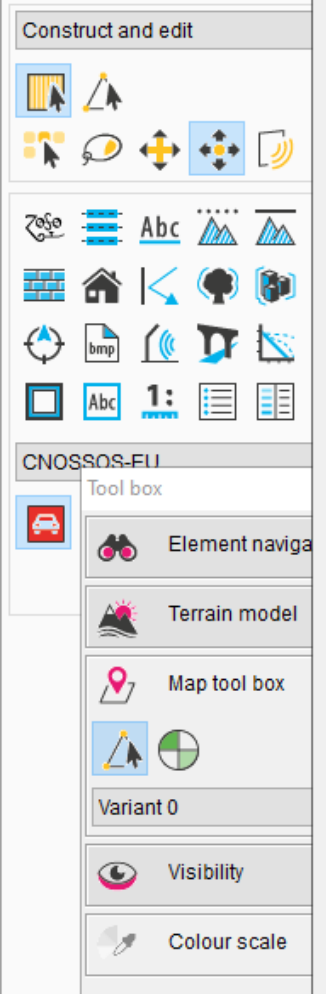
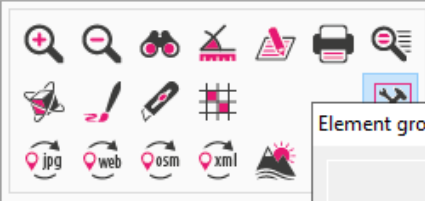
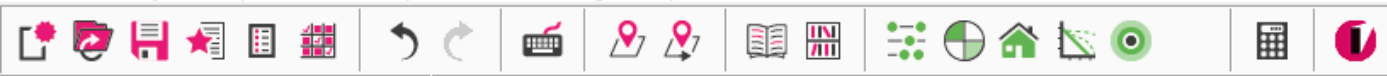


Change the name of the second variant in the same way and enter the name **Traffic calming**. Close the dialog box with **Ok**.



Both variants and variant 0 are now available. Time to define the element groups.





Element groups + variants

Element groups

Edit Delete more...

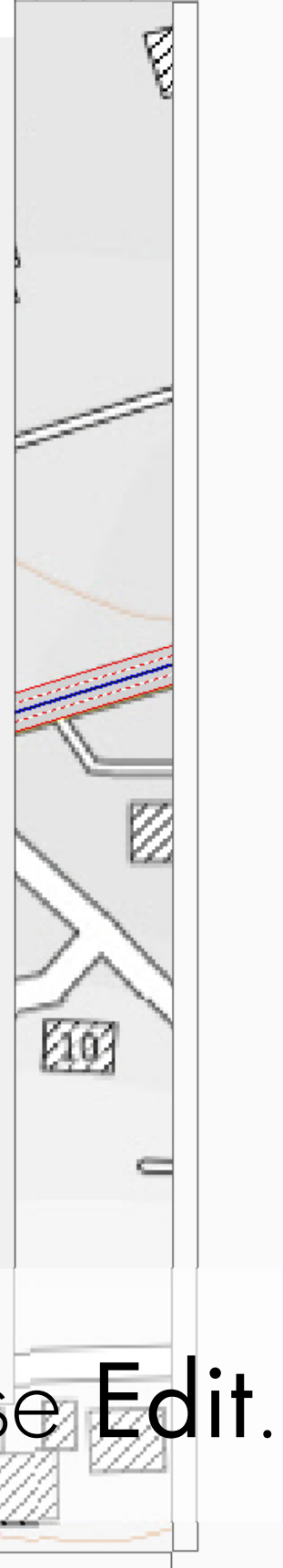
Add Delete elements Left Right

Variants

Edit Add Delete Up Down

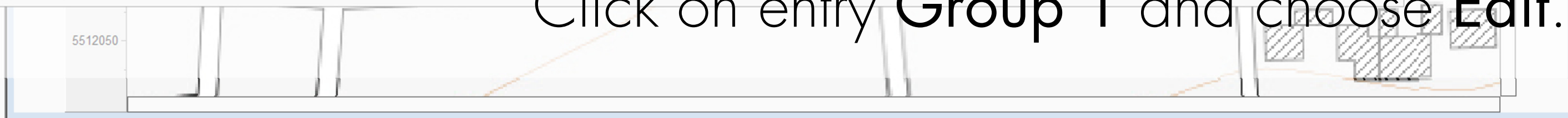
Matrix-table Comparing-variants

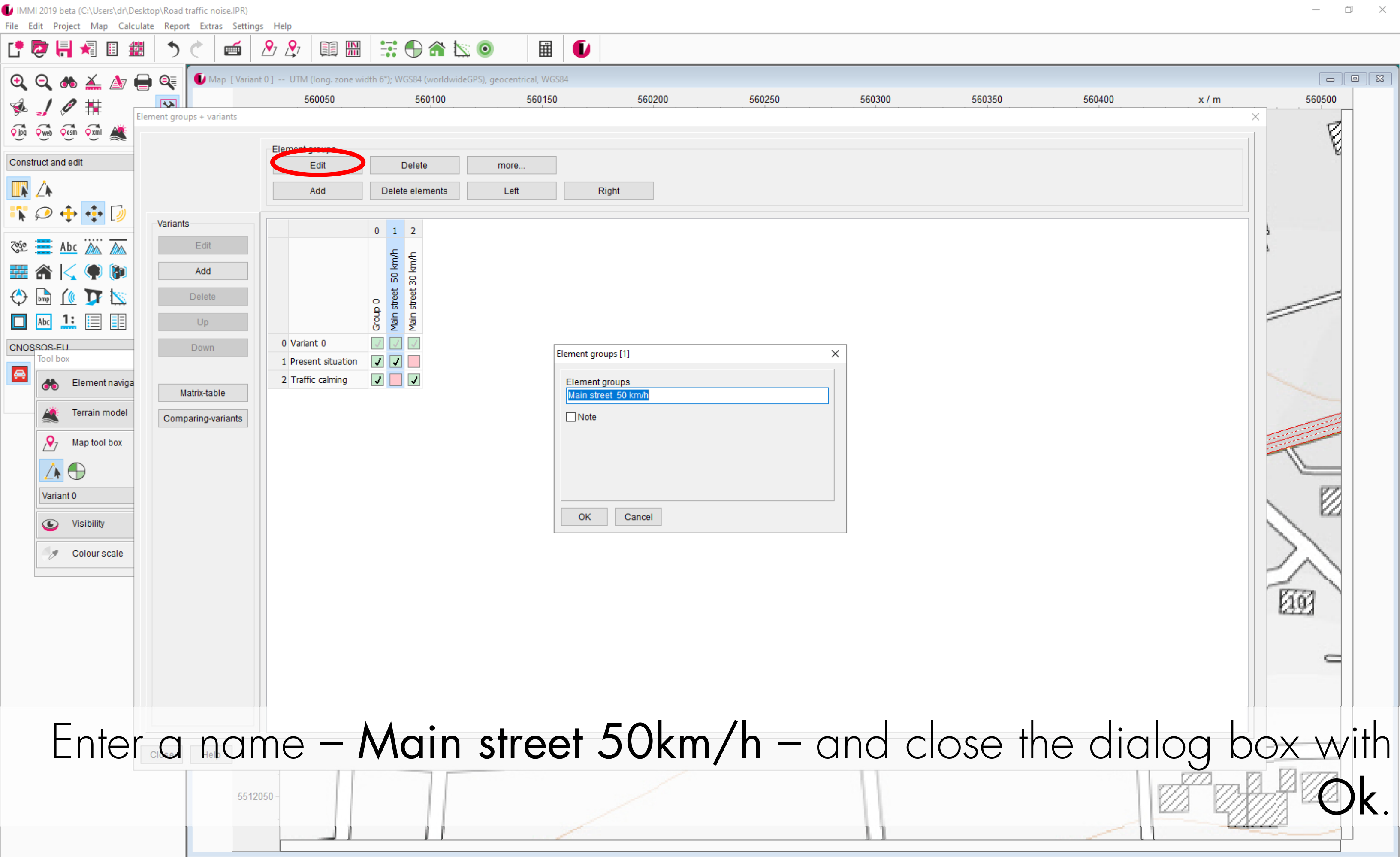
	0	1	2
Group 0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
0 Variant 0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
1 Present situation	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2 Traffic calming	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>



Close Help

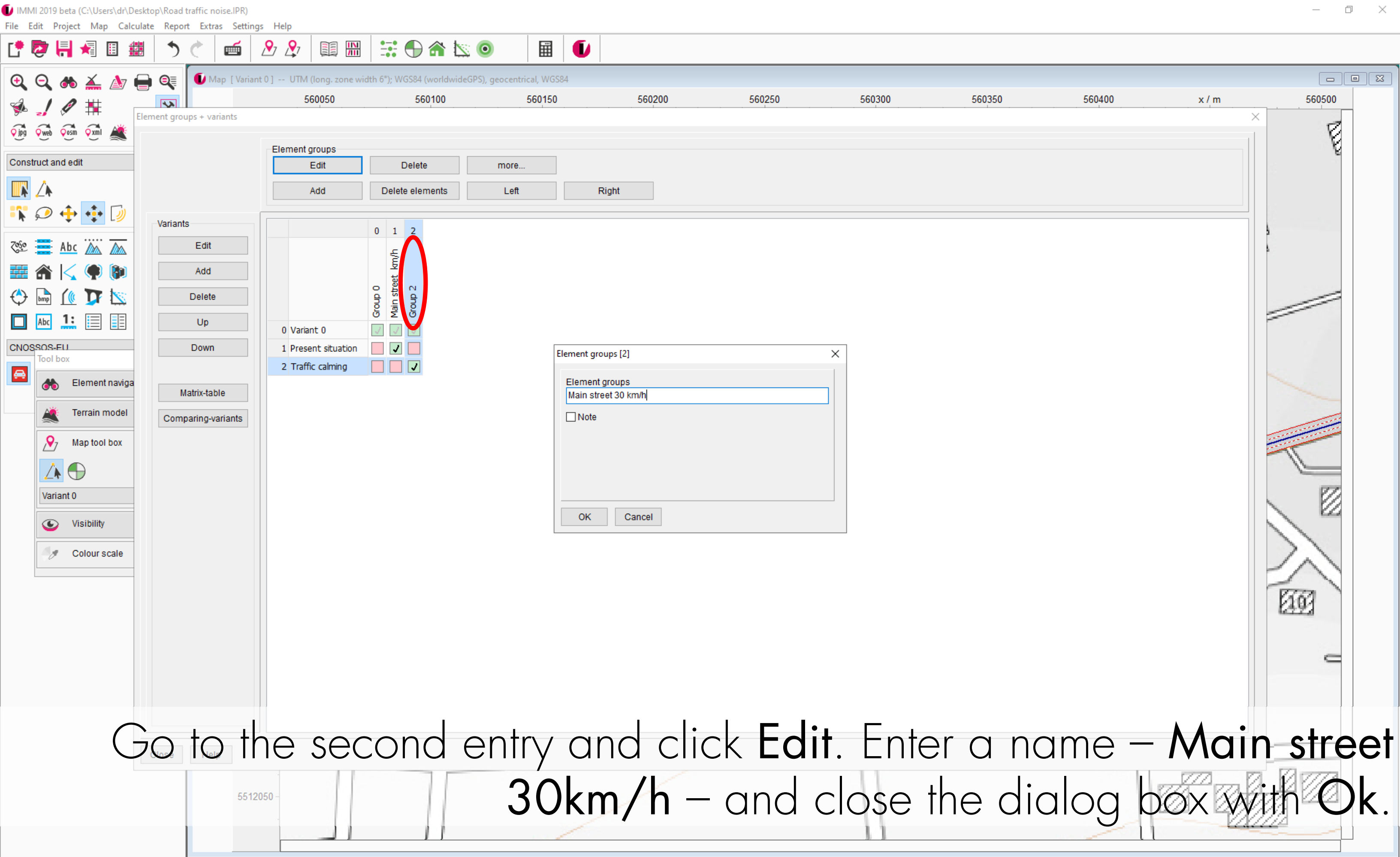
Click on entry **Group 1** and choose **Edit**.





Enter a name – **Main street 50km/h** – and close the dialog box with **Ok.**

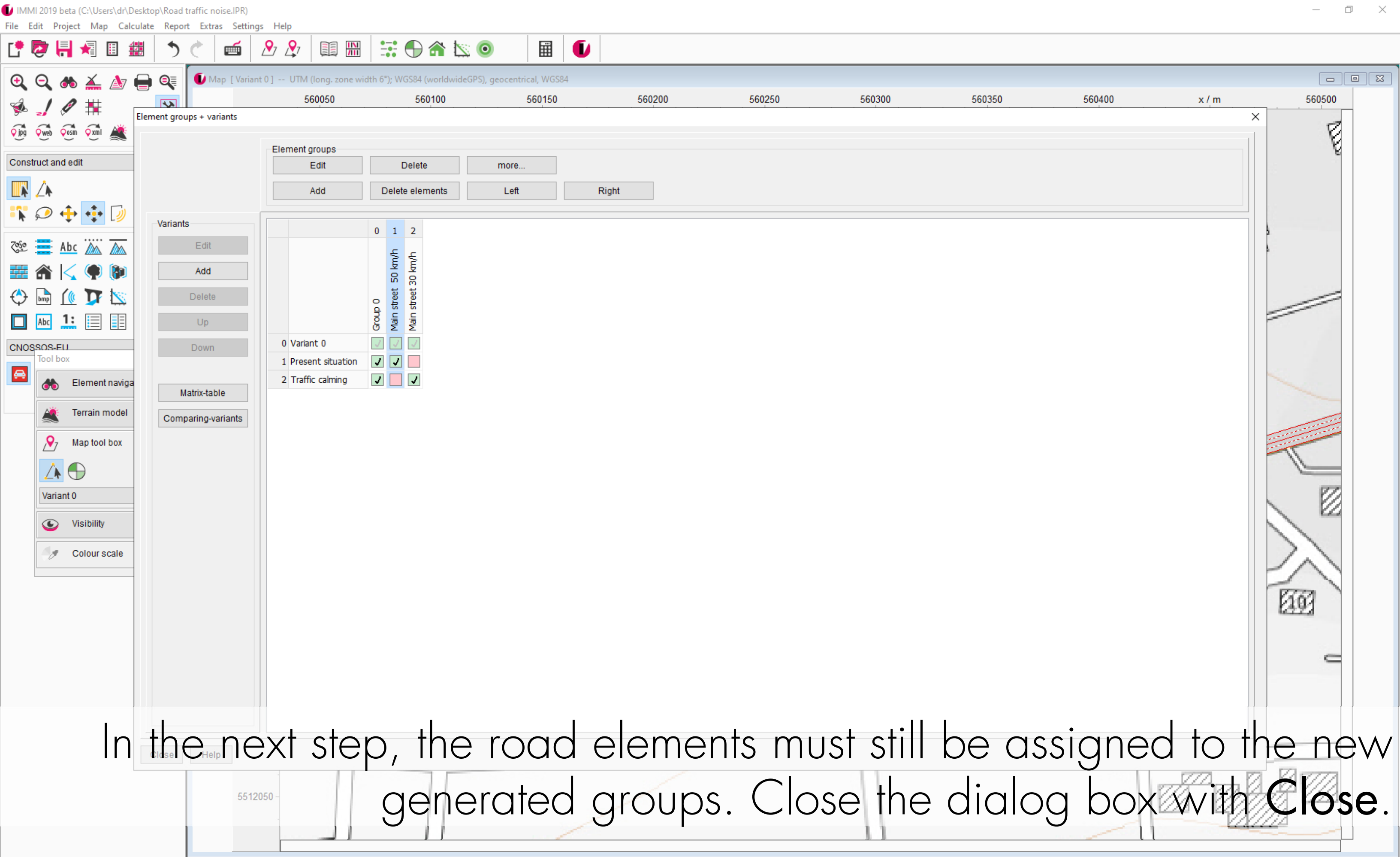




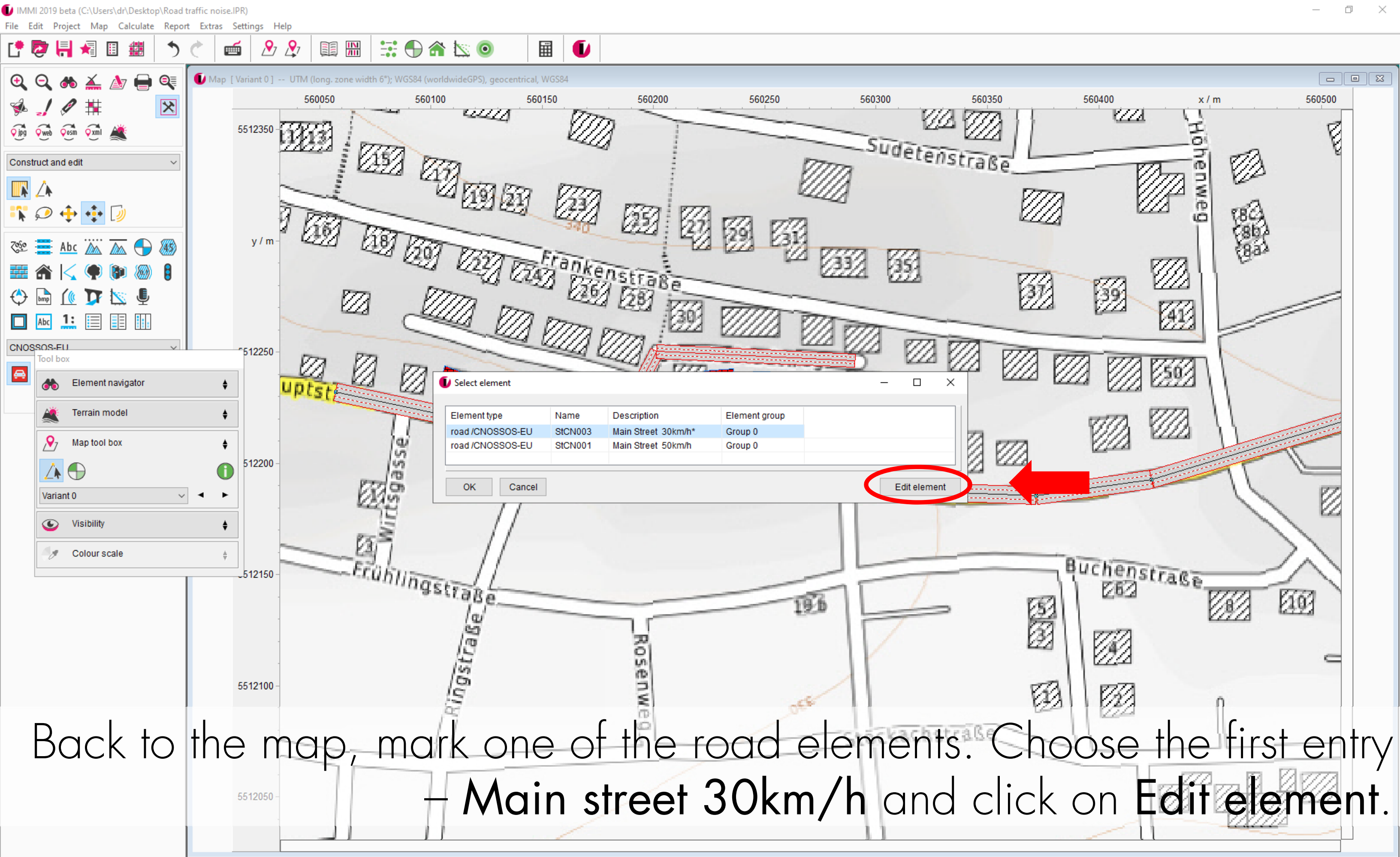
Go to the second entry and click **Edit**. Enter a name – **Main street 30km/h** – and close the dialog box with **Ok**.



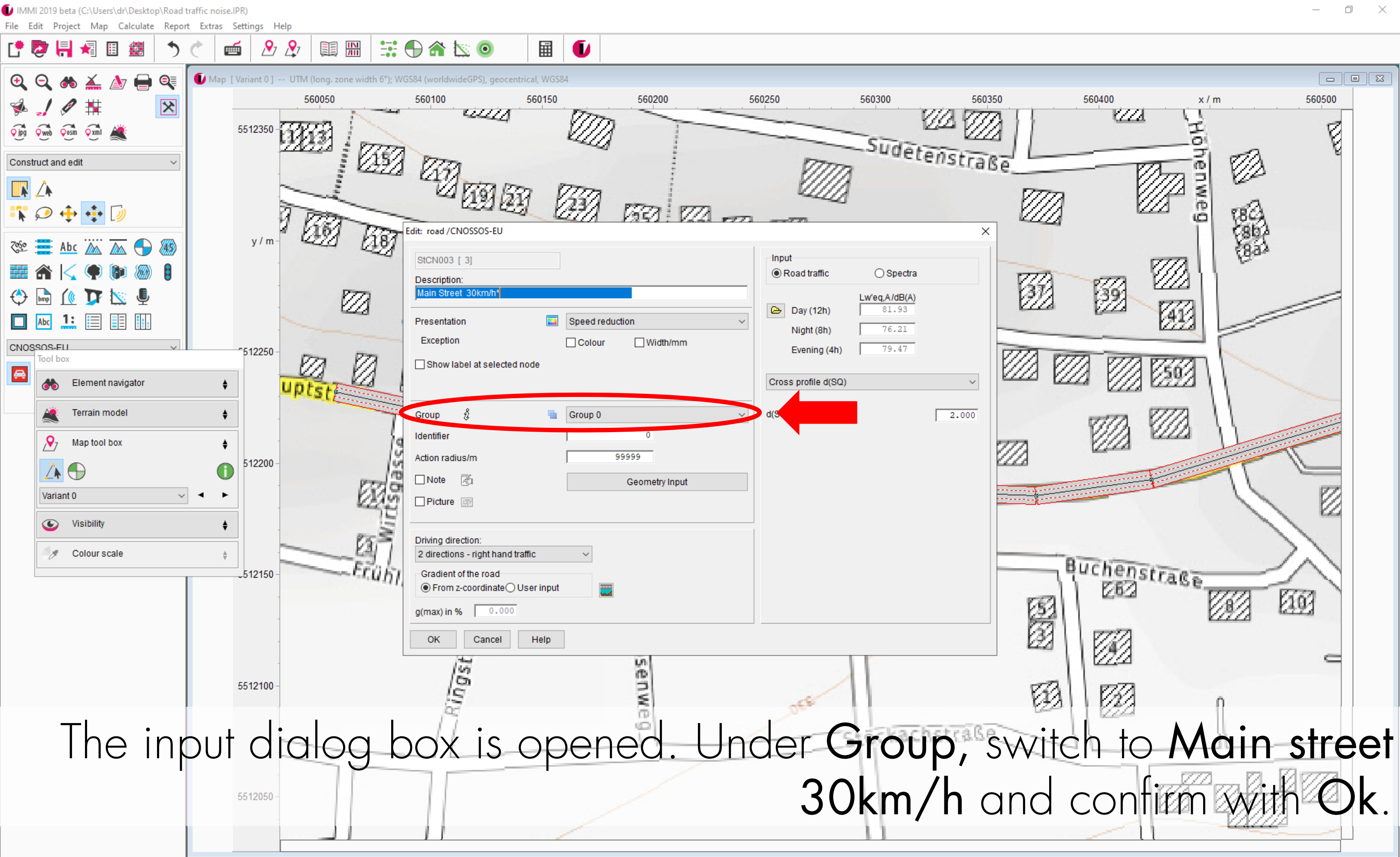




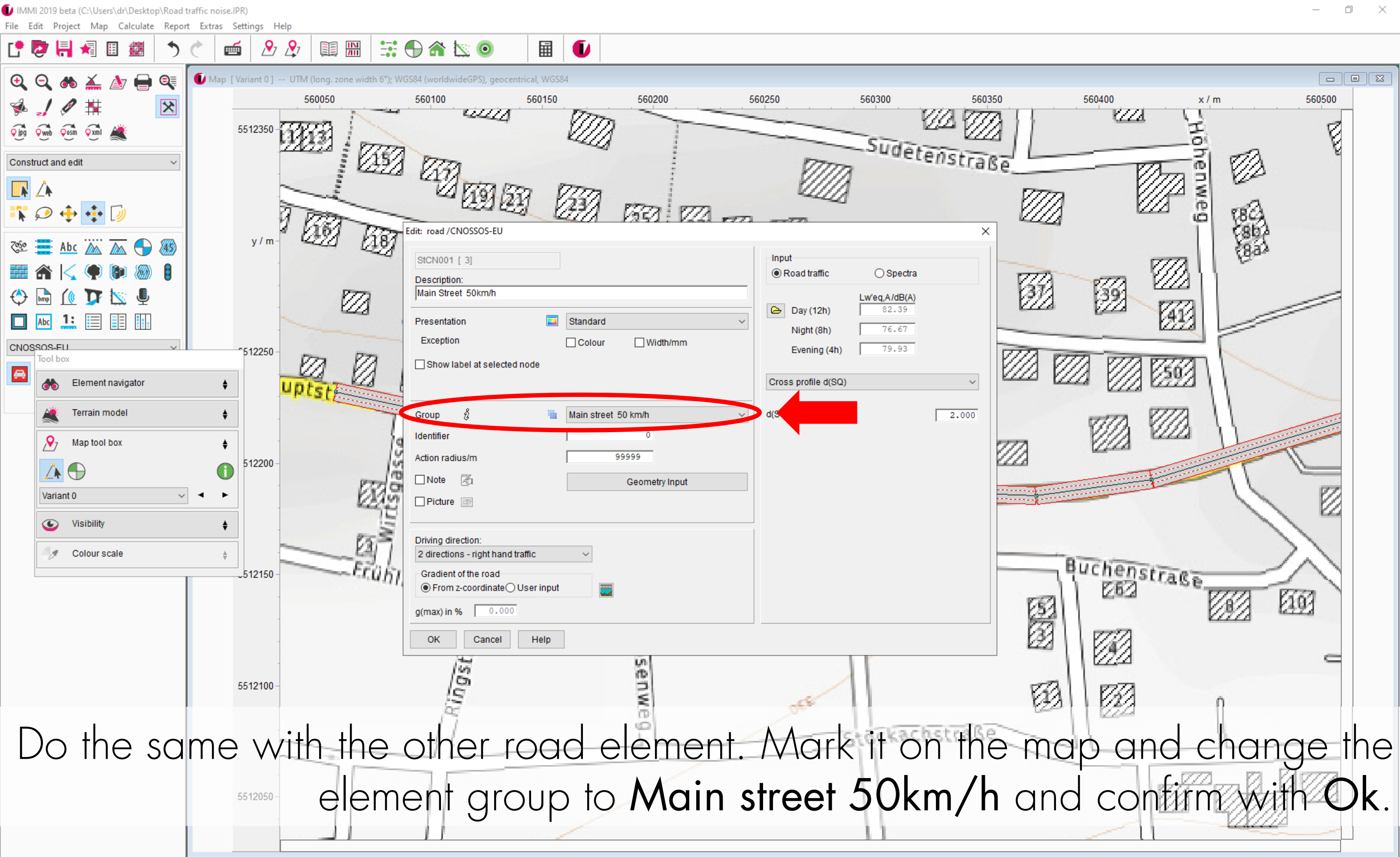
In the next step, the road elements must still be assigned to the new generated groups. Close the dialog box with **Close**.



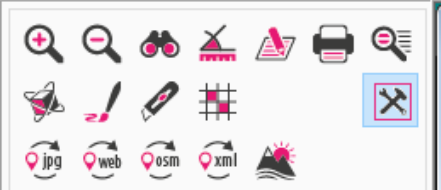




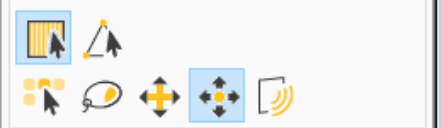
The input dialog box is opened. Under **Group**, switch to **Main street 30km/h** and confirm with **Ok**.





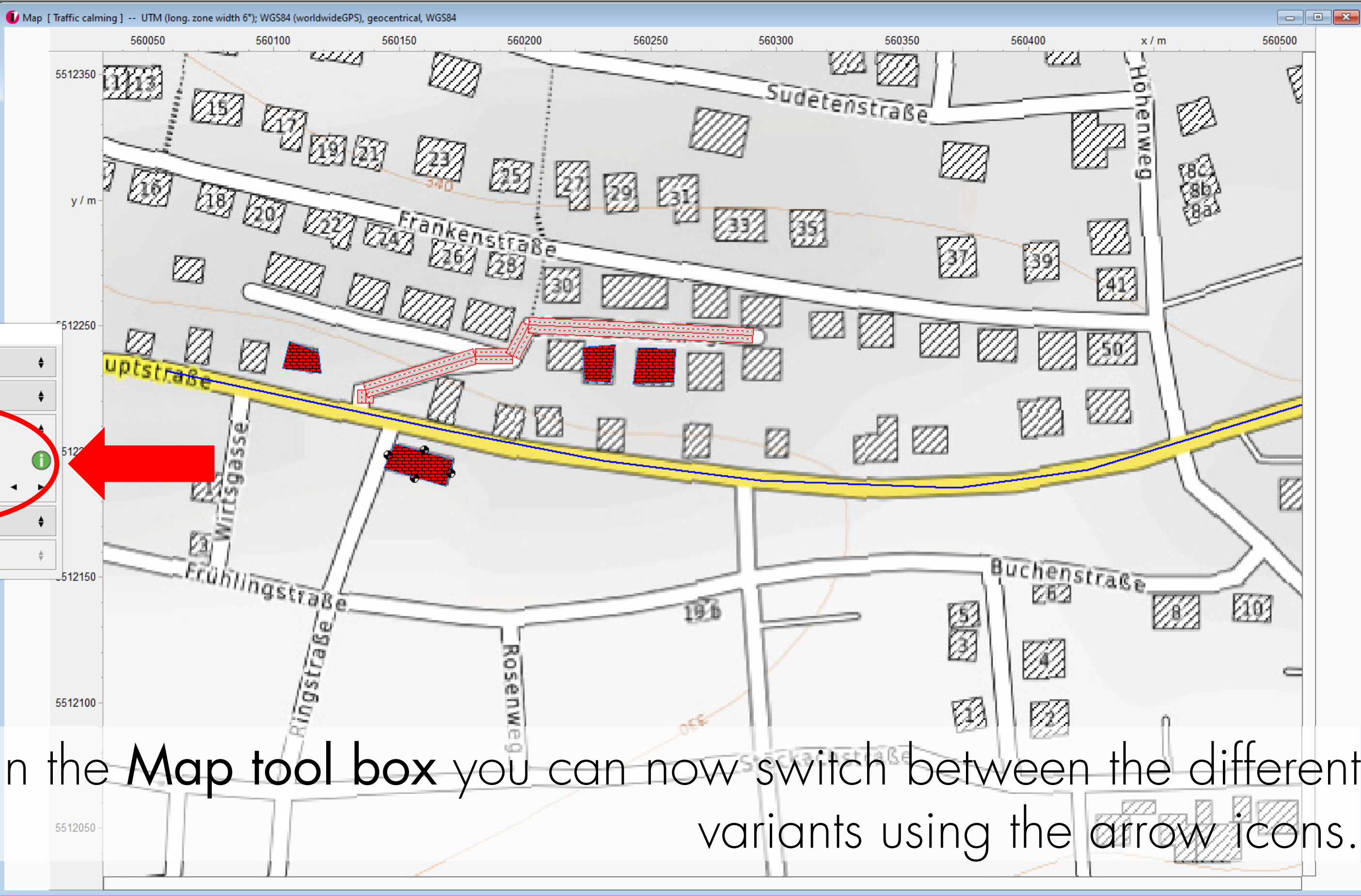
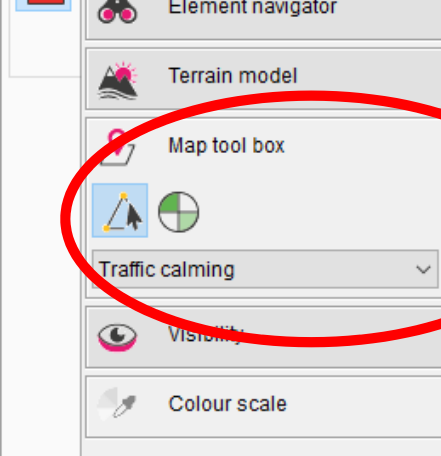


Construct and edit



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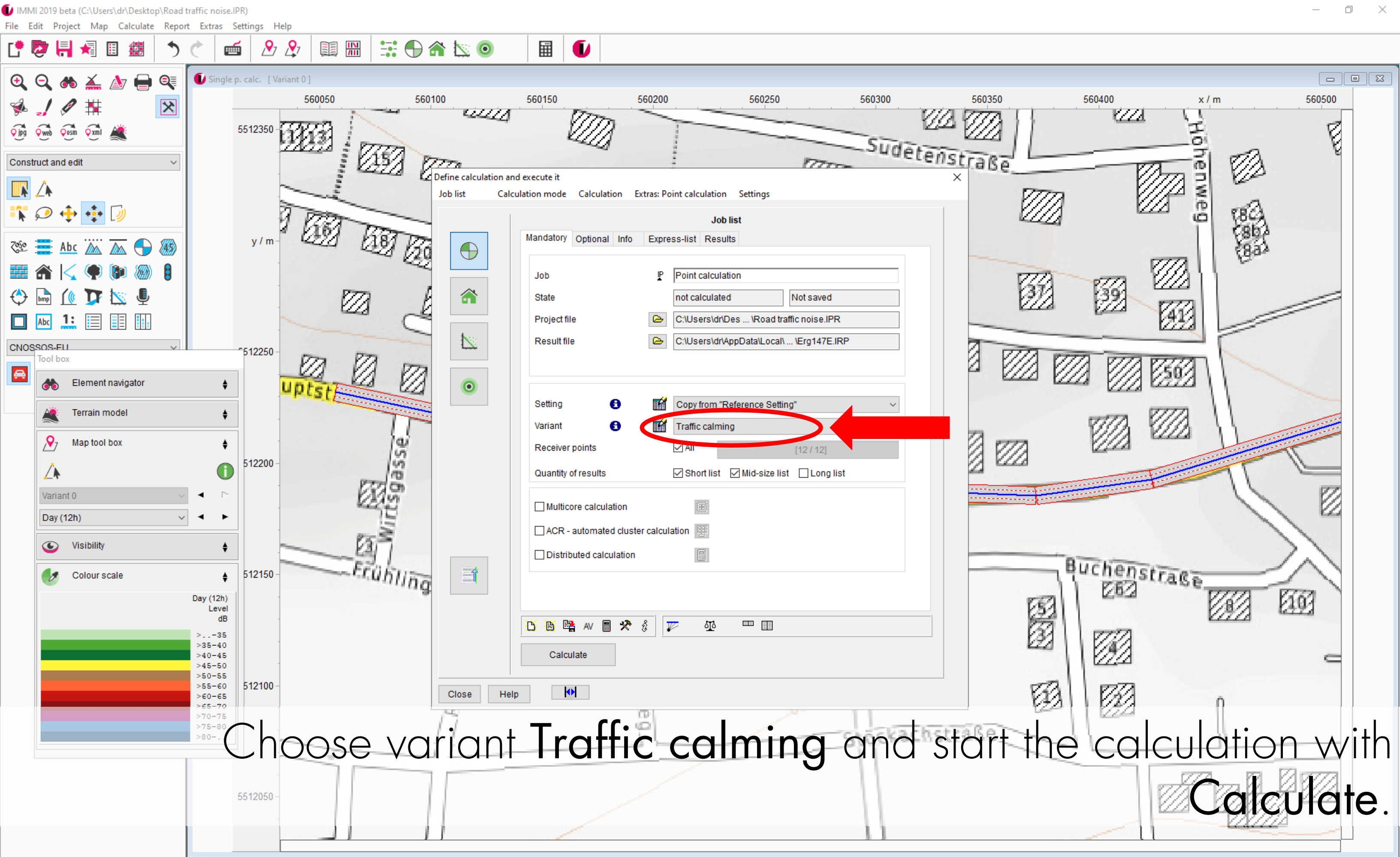
Tool box



Within the **Map tool box** you can now switch between the different variants using the arrow icons.

Now it is time to calculate the receiver points. Open the calculation dialog box by clicking on the corresponding icon.





Choose variant **Traffic calming** and start the calculation with **Calculate**.

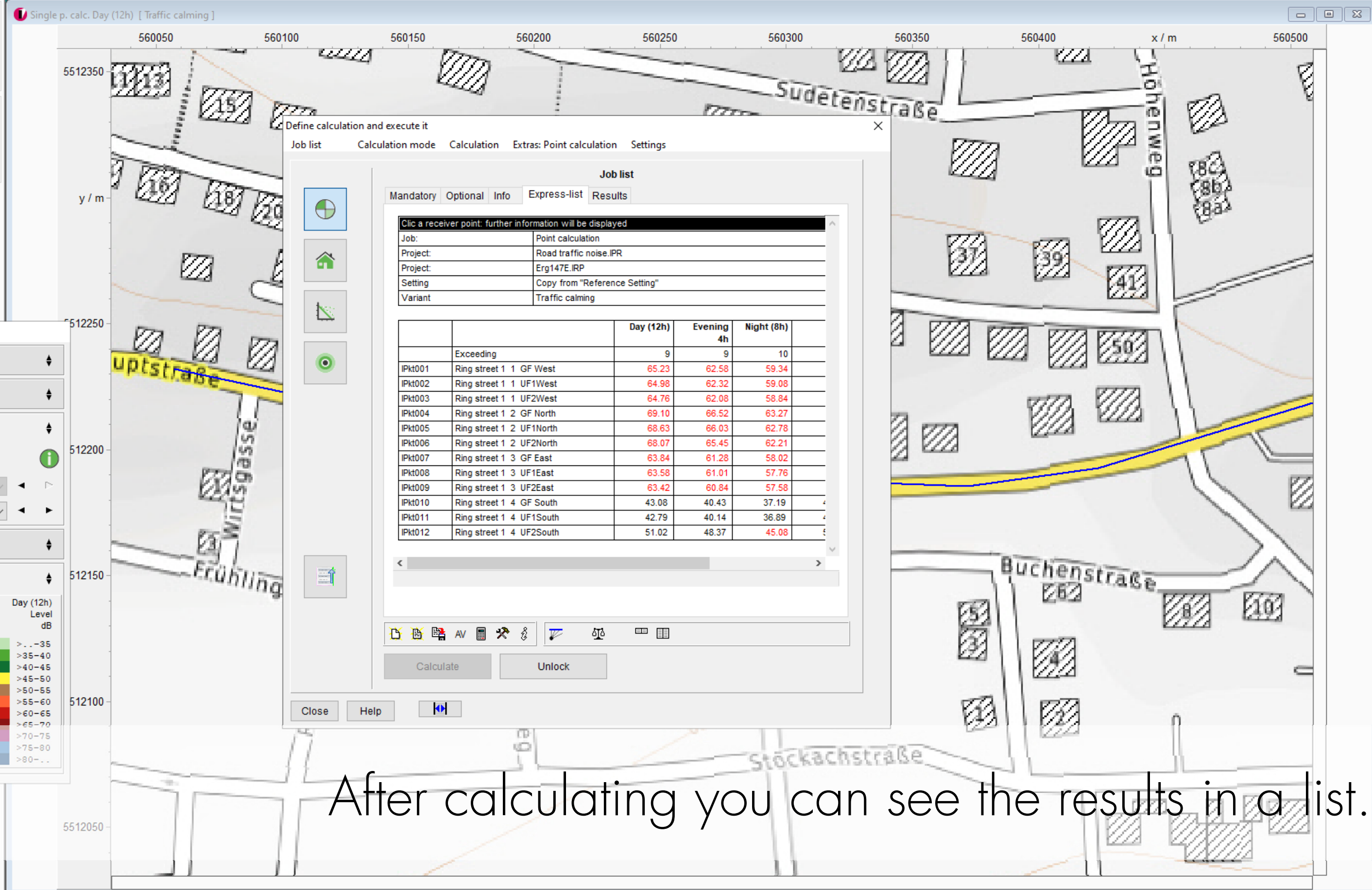


Calculation results

Tool box

- Element navigator
- Terrain model
- Map tool box
- Traffic calming
  - Day (12h)
- Visibility
- Colour scale
 

Day (12h) Level dB
>...-35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-...



Define calculation and execute it

Job list   Calculation mode   Calculation   Extras: Point calculation   Settings

**Job list**

Mandatory   Optional   Info   Express-list   Results

Click a receiver point: further information will be displayed

Job:	Point calculation
Project:	Road traffic noise.IPR
Project:	Erg147E.IRP
Setting:	Copy from "Reference Setting"
Variant:	Traffic calming

		Day (12h)	Evening 4h	Night (8h)
	Exceeding	9	9	10
IPkt001	Ring street 1 1 GF West	65.23	62.58	59.34
IPkt002	Ring street 1 1 UF1West	64.98	62.32	59.08
IPkt003	Ring street 1 1 UF2West	64.76	62.08	58.84
IPkt004	Ring street 1 2 GF North	69.10	66.52	63.27
IPkt005	Ring street 1 2 UF1North	68.63	66.03	62.78
IPkt006	Ring street 1 2 UF2North	68.07	65.45	62.21
IPkt007	Ring street 1 3 GF East	63.84	61.28	58.02
IPkt008	Ring street 1 3 UF1East	63.58	61.01	57.76
IPkt009	Ring street 1 3 UF2East	63.42	60.84	57.58
IPkt010	Ring street 1 4 GF South	43.08	40.43	37.19
IPkt011	Ring street 1 4 UF1South	42.79	40.14	36.89
IPkt012	Ring street 1 4 UF2South	51.02	48.37	45.08

Calculate   Unlock

Close   Help

After calculating you can see the results in a list.



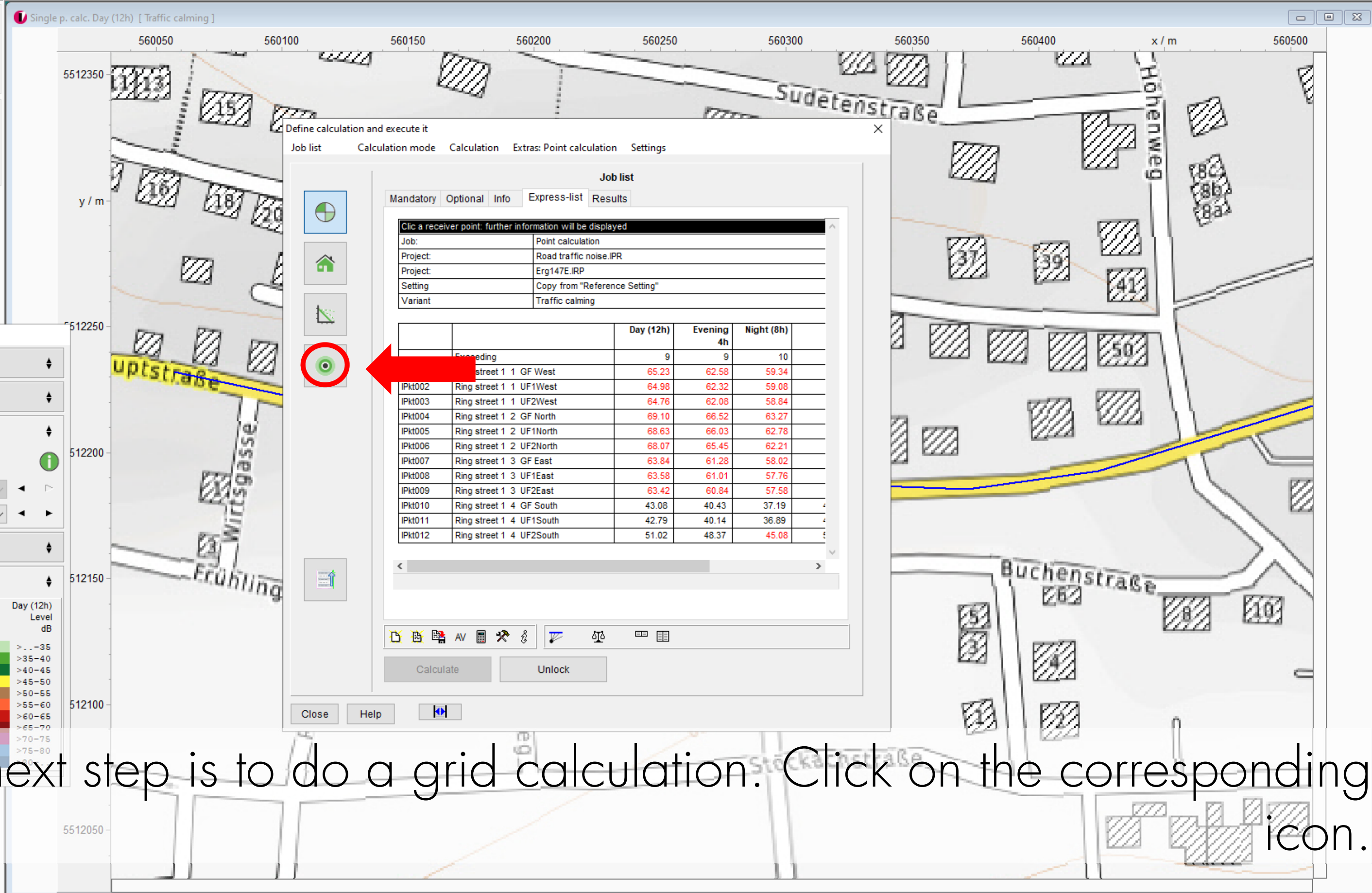


Calculation results

Tool box

- Element navigator
- Terrain model
- Map tool box
- Traffic calming
  - Day (12h)
- Visibility
- Colour scale
 

Day (12h)	
Level	dB
>...-35	
>35-40	
>40-45	
>45-50	
>50-55	
>55-60	
>60-65	
>65-70	
>70-75	
>75-80	



Define calculation and execute it

Job list   Calculation mode   Calculation   Extras: Point calculation   Settings

Job list

Mandatory   Optional   Info   Express-list   Results

Click a receiver point: further information will be displayed

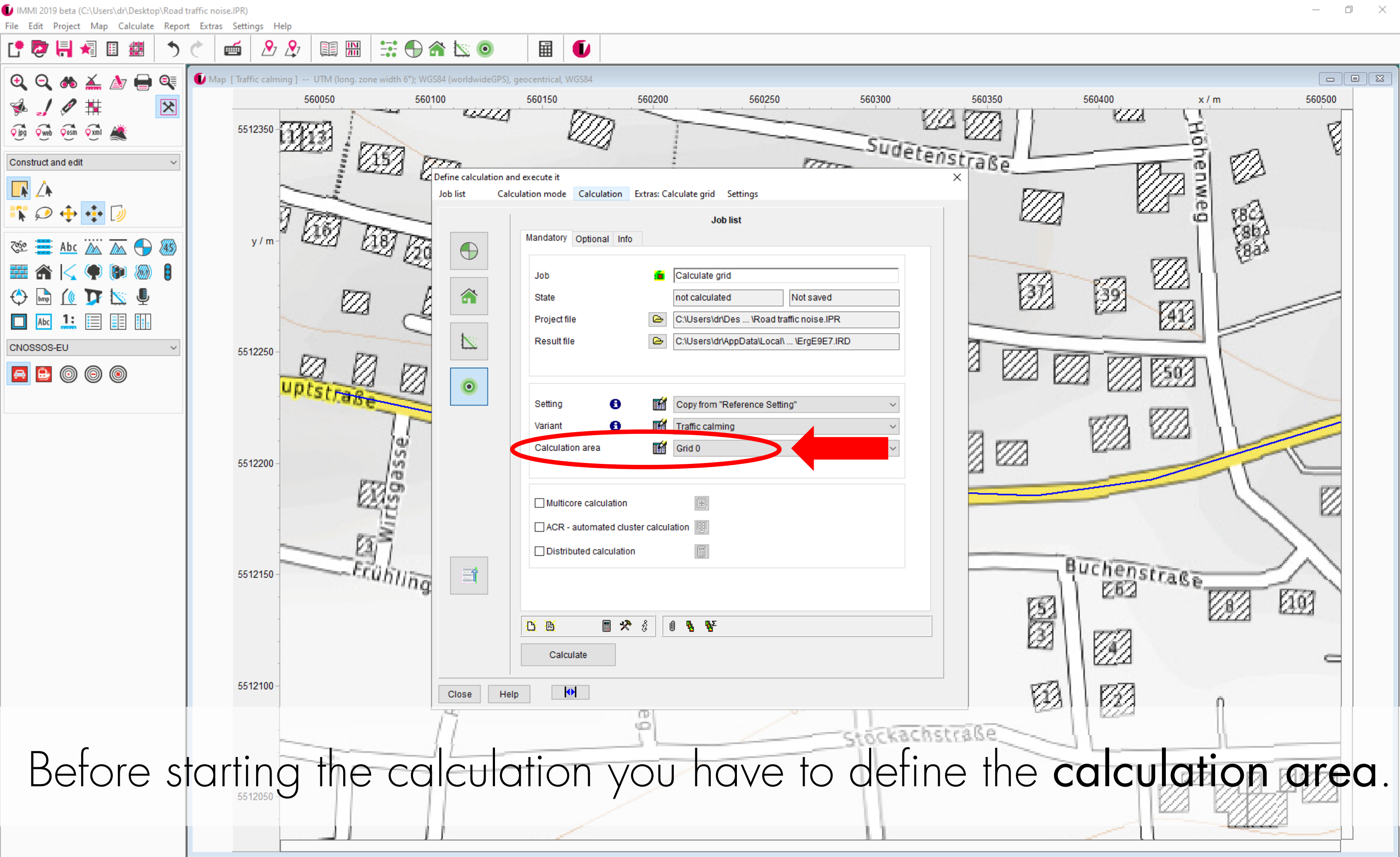
Job:	Point calculation
Project:	Road traffic noise.IPR
Project:	Erg147E.IRP
Setting:	Copy from "Reference Setting"
Variant:	Traffic calming

		Day (12h)	Evening 4h	Night (8h)
	Exceeding	9	9	10
	Ring street 1 1 GF West	65.23	62.58	59.34
IPkt002	Ring street 1 1 UF1West	64.98	62.32	59.08
IPkt003	Ring street 1 1 UF2West	64.76	62.08	58.84
IPkt004	Ring street 1 2 GF North	69.10	66.52	63.27
IPkt005	Ring street 1 2 UF1North	68.63	66.03	62.78
IPkt006	Ring street 1 2 UF2North	68.07	65.45	62.21
IPkt007	Ring street 1 3 GF East	63.84	61.28	58.02
IPkt008	Ring street 1 3 UF1East	63.58	61.01	57.76
IPkt009	Ring street 1 3 UF2East	63.42	60.84	57.58
IPkt010	Ring street 1 4 GF South	43.08	40.43	37.19
IPkt011	Ring street 1 4 UF1South	42.79	40.14	36.89
IPkt012	Ring street 1 4 UF2South	51.02	48.37	45.08

Calculate   Unlock

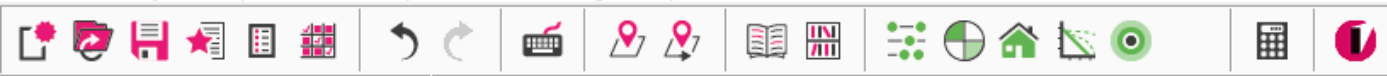
Close   Help

The next step is to do a grid calculation. Click on the corresponding icon.



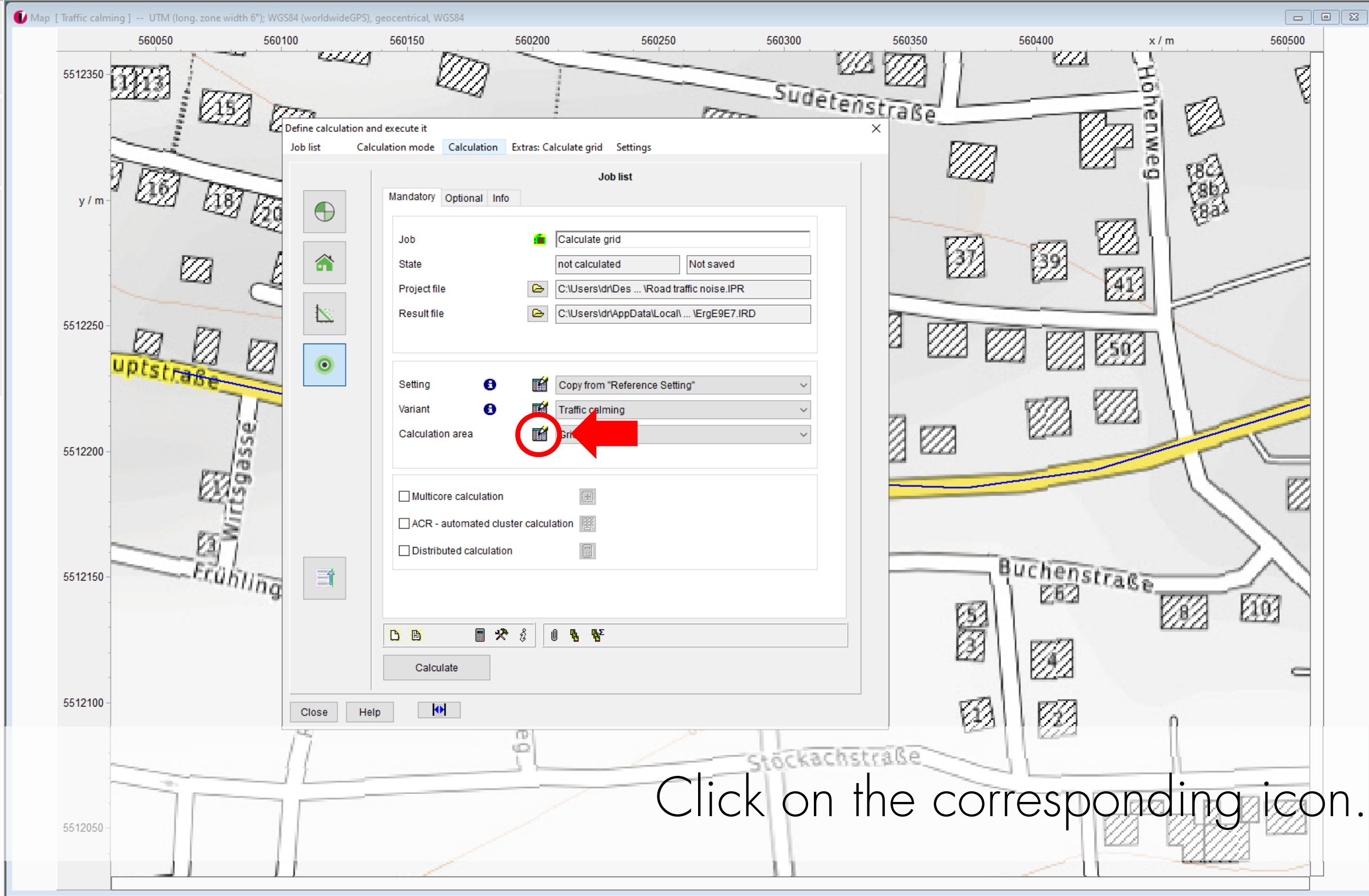
Before starting the calculation you have to define the calculation area.





Construct and edit

CNOSSOS-EU



Define calculation and execute it

Job list Calculation mode Calculation Extras: Calculate grid Settings

Job list

Mandatory	Optional	Info
Job	Calculate grid	
State	not calculated	Not saved
Project file	C:\Users\driDes ... \Road traffic noise.IPR	
Result file	C:\Users\dri\AppData\Local\... \ErgE9E7.IRD	
Setting	Copy from "Reference Setting"	
Variant	Traffic calming	
Calculation area	Grid	

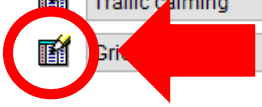
Multicore calculation

ACR - automated cluster calculation

Distributed calculation

Calculate

Close Help

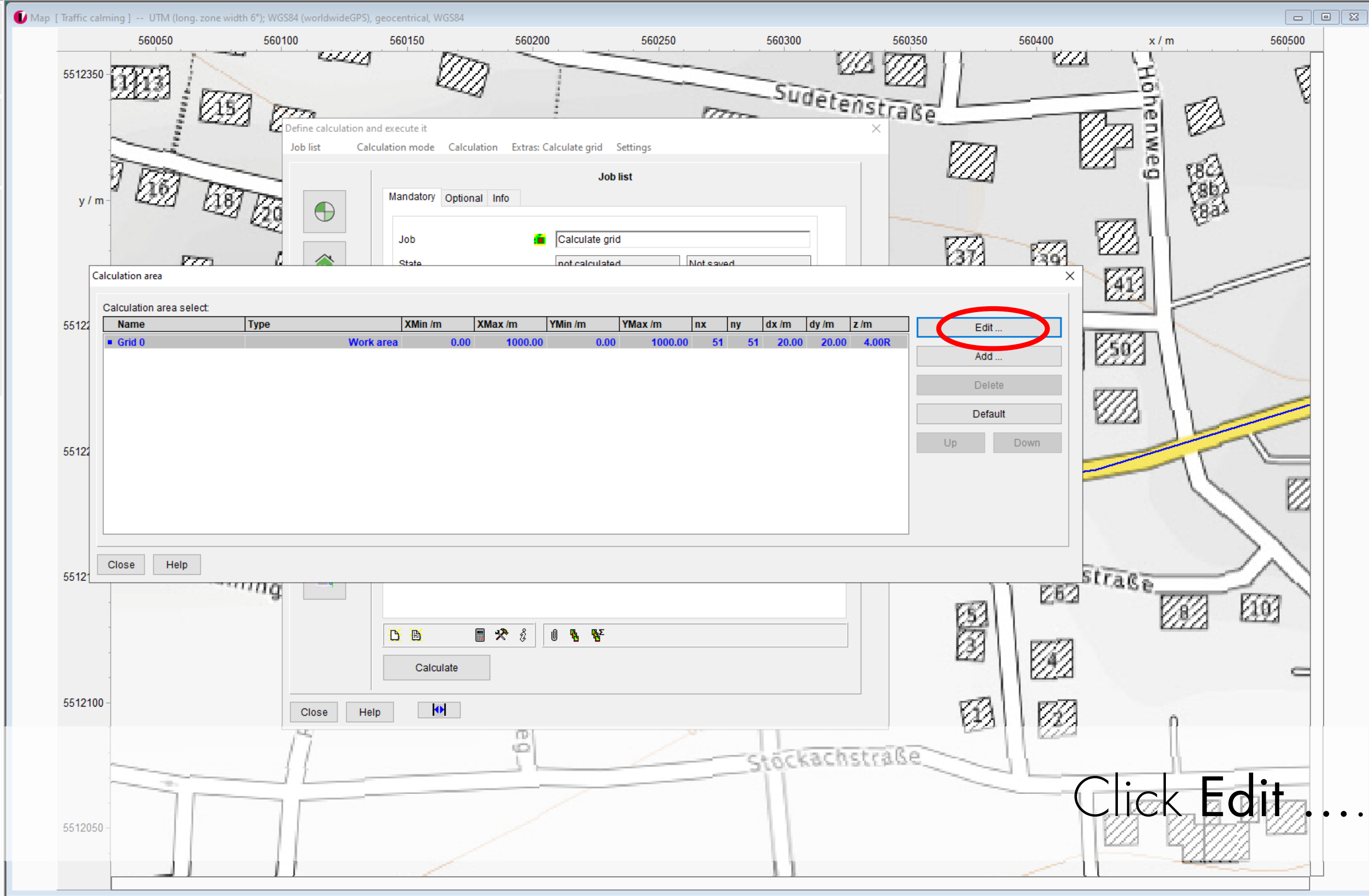


Click on the corresponding icon.



Construct and edit

CNOSSOS-EU



Define calculation and execute it

Job list Calculation mode Calculation Extras: Calculate grid Settings

Job list

Mandatory	Optional	Info
Job	Calculate grid	
State	not calculated	Not saved

Calculation area

Calculation area select:

Name	Type	XMin /m	XMax /m	YMin /m	YMax /m	nx	ny	dx /m	dy /m	z /m
Grid 0	Work area	0.00	1000.00	0.00	1000.00	51	51	20.00	20.00	4.00R

Edit ...

Add ...

Delete

Default

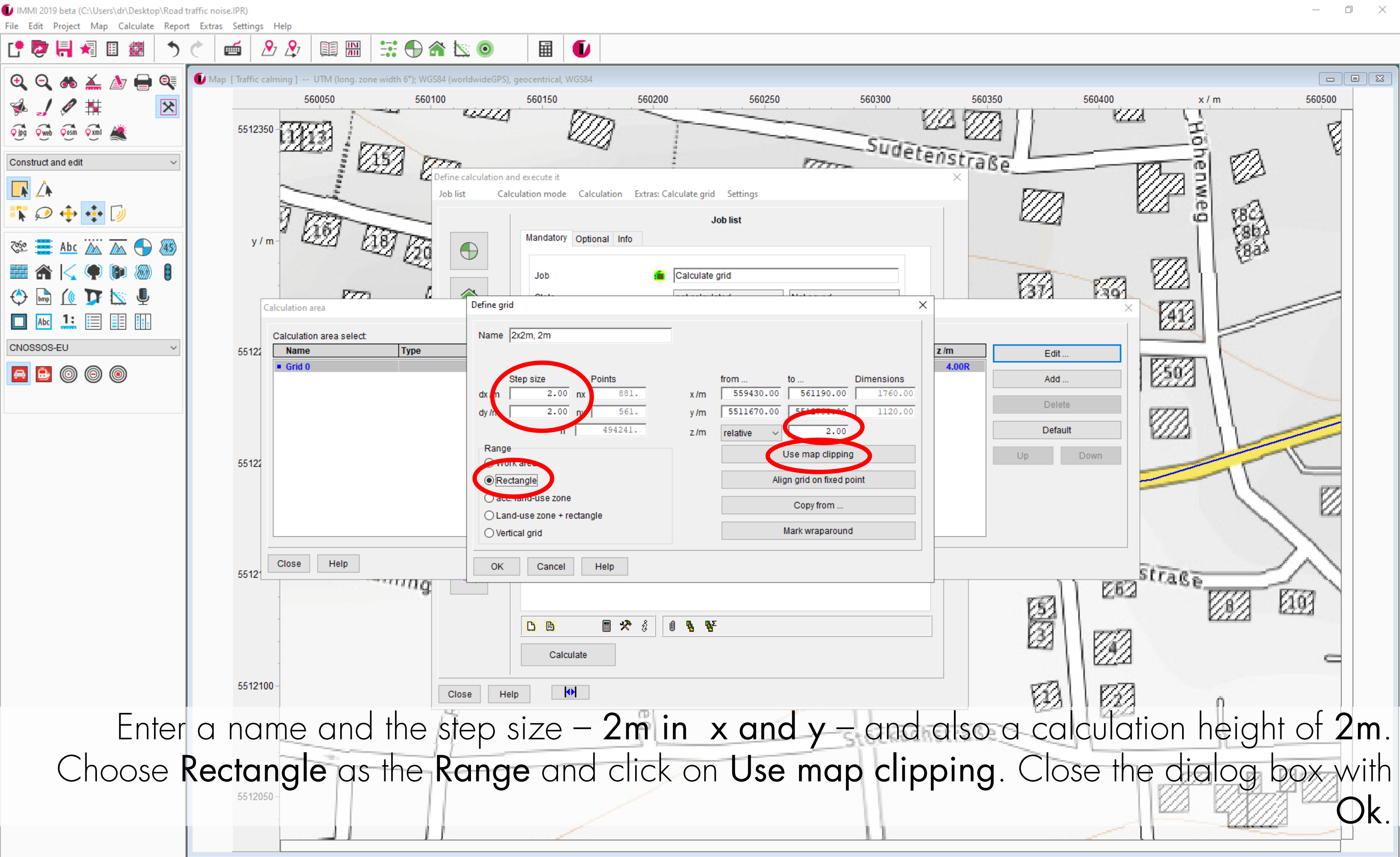
Up Down

Calculate

Close Help

Click Edit....



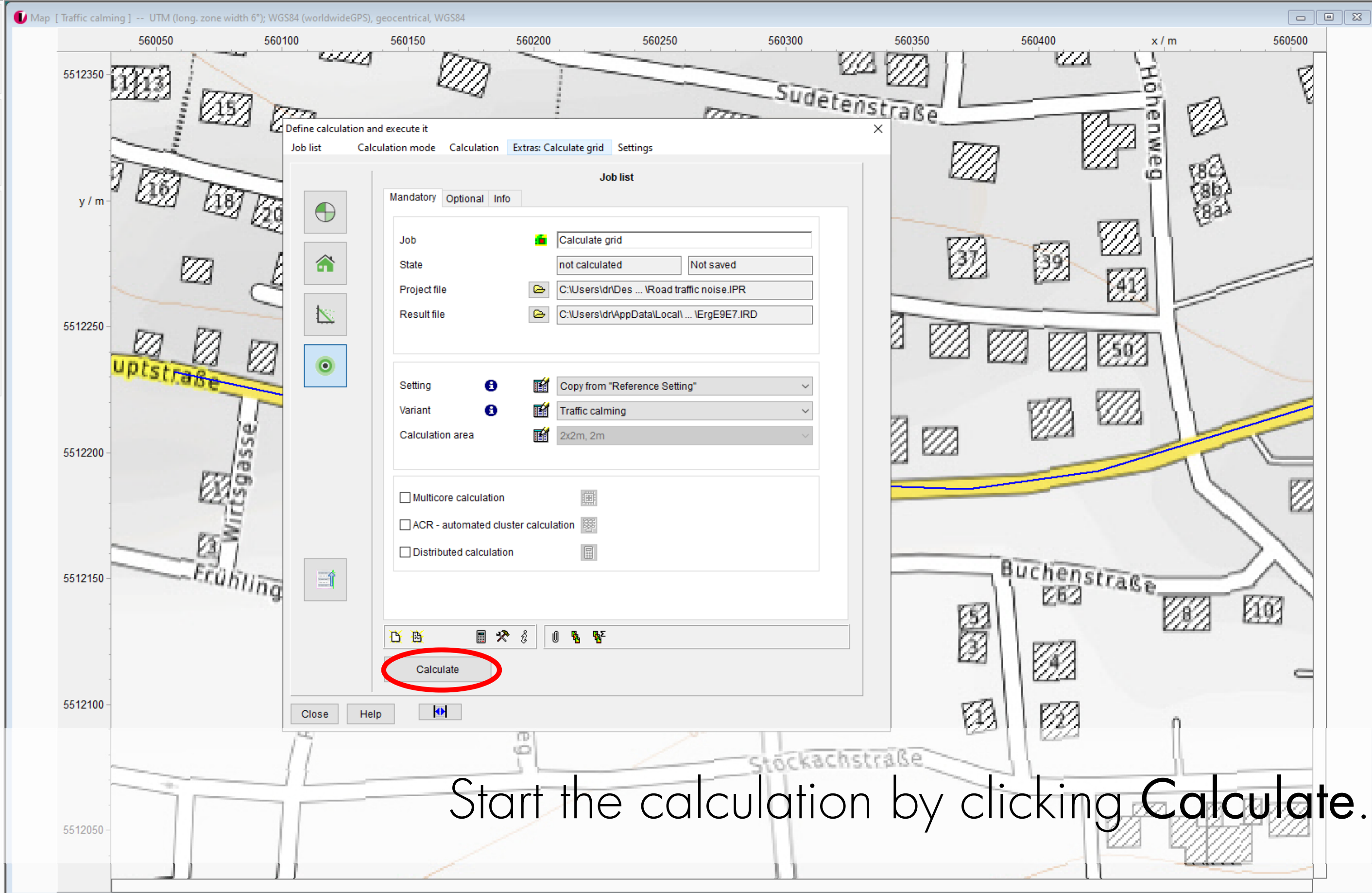


Enter a name and the step size - 2m in x and y - and also a calculation height of 2m. Choose **Rectangle** as the **Range** and click on **Use map clipping**. Close the dialog box with **Ok**.



Construct and edit

CNOSSOS-EU



Define calculation and execute it

Job list Calculation mode Calculation Extras: Calculate grid Settings

Job list

Mandatory Optional Info

Job Calculate grid

State not calculated Not saved

Project file C:\Users\dr\Des ... \Road traffic noise.IPR

Result file C:\Users\dr\AppData\Local\... \ErgE9E7.IRD

Setting Copy from "Reference Setting"

Variant Traffic calming

Calculation area 2x2m, 2m

Multicore calculation

ACR - automated cluster calculation

Distributed calculation

Calculate

Close Help

Start the calculation by clicking Calculate.





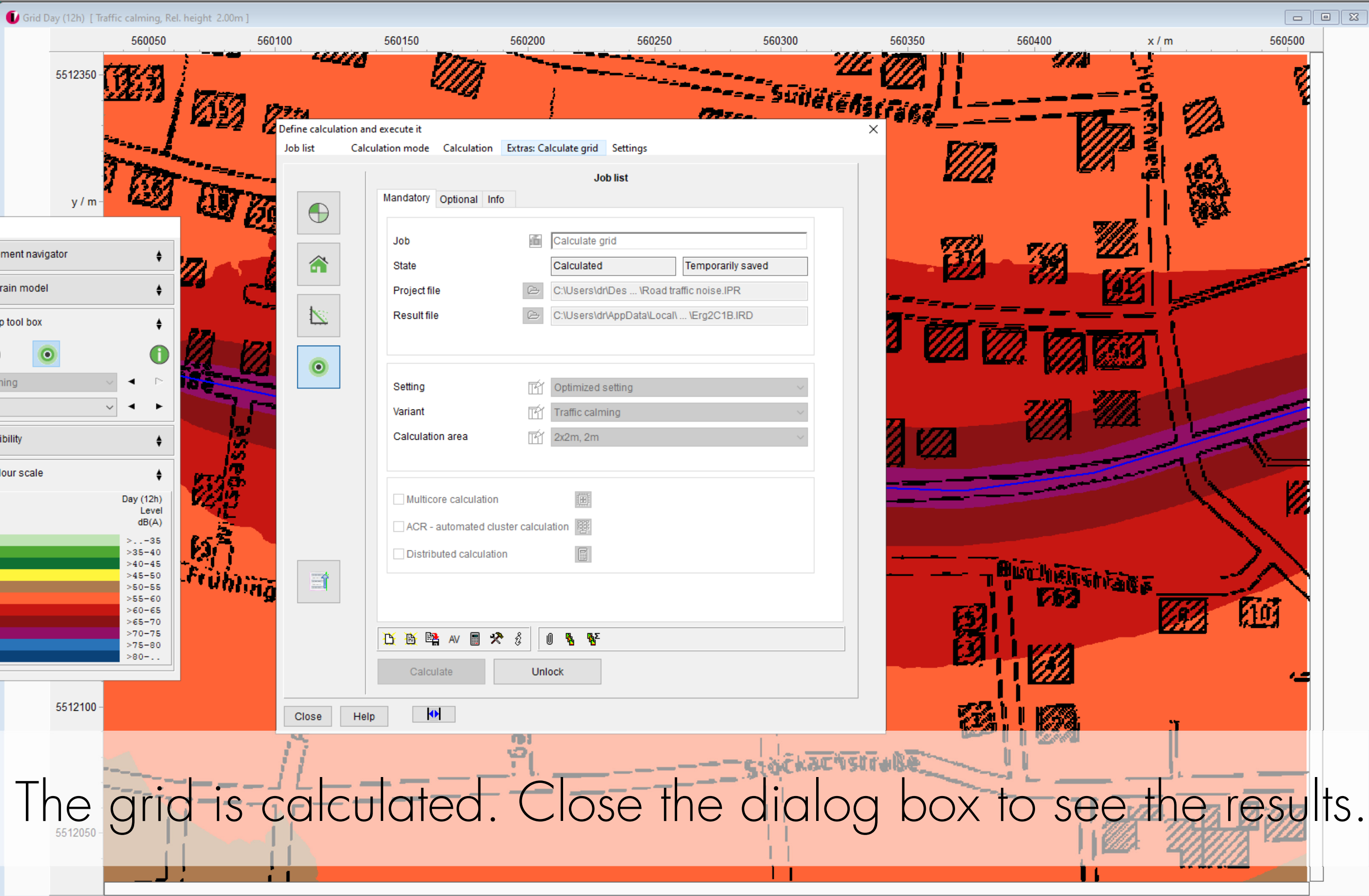
Calculation results

Tool box

- Element navigator
- Terrain model
- Map tool box
  - Traffic calming
  - Day (12h)
- Visibility
- Colour scale

Day (12h)  
Level  
dB(A)

> -35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-..



Define calculation and execute it

Job list   Calculation mode   Calculation   Extras: Calculate grid   Settings

Job list

Mandatory   Optional   Info

Job: Calculate grid

State: Calculated   Temporarily saved

Project file: C:\Users\dr\Des ... \Road traffic noise.IPR

Result file: C:\Users\dr\AppData\Local\... \Erg2C1B.IRD

Setting: Optimized setting

Variant: Traffic calming

Calculation area: 2x2m, 2m

Multicore calculation

ACR - automated cluster calculation

Distributed calculation

Calculate   Unlock

Close   Help

The grid is calculated. Close the dialog box to see the results.



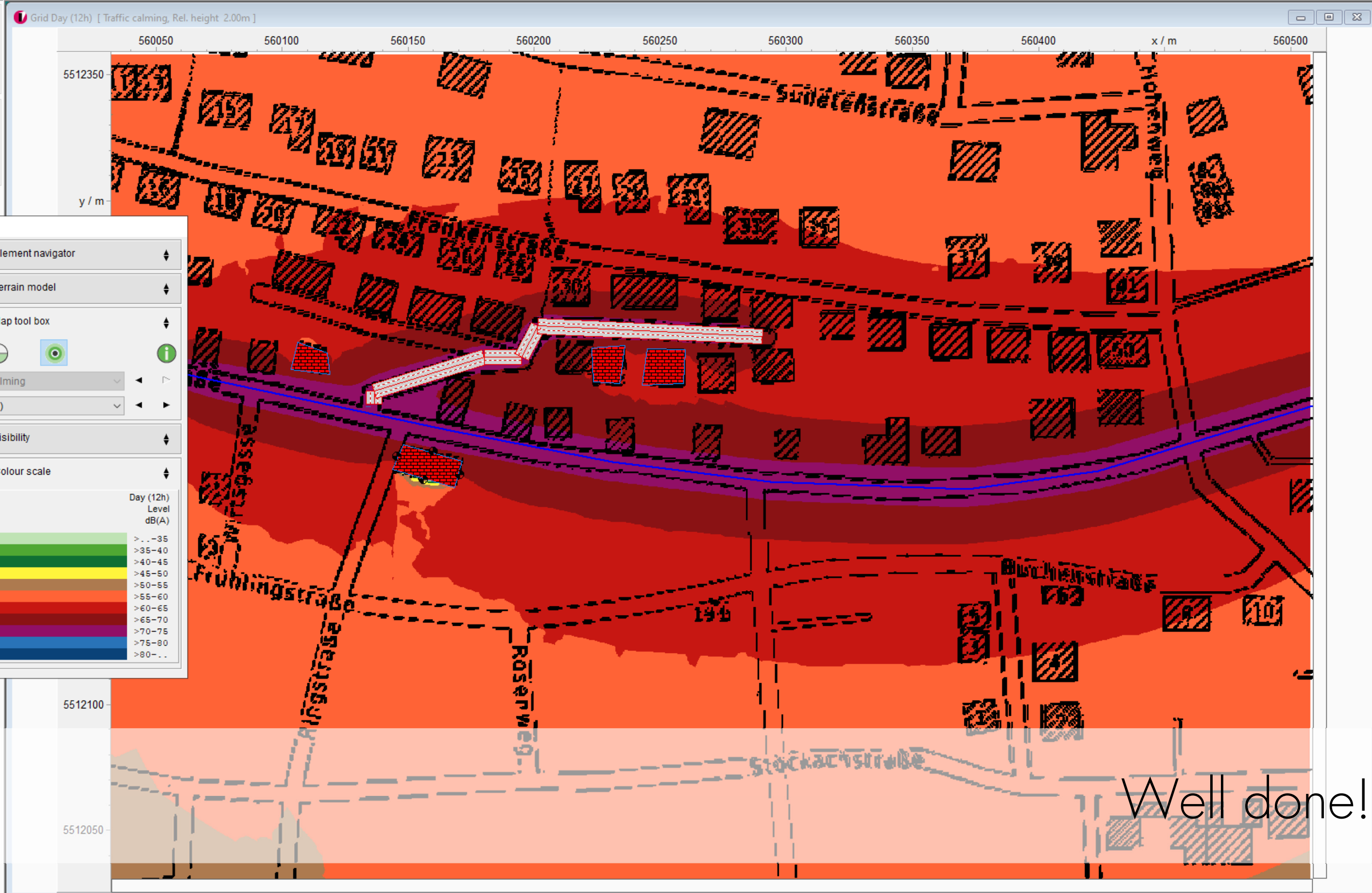
Calculation results

- Graph icon
- Refresh icon
- Print icon
- Info icon

Tool box

- Element navigator
- Terrain model
- Map tool box
- Traffic calming
- Day (12h)
- Visibility
- Colour scale

Day (12h) Level dB(A)
>...-35
>35-40
>40-45
>45-50
>50-55
>55-60
>60-65
>65-70
>70-75
>75-80
>80-...



Well done!





Stay tuned!

You will find more examples – e.g. for industrial noise – in the IMMI online help!

Watch the web tutorials on our website:

<https://www.immi.eu/en/support/web-tutorial.html>